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WARHAMMER 40,000 BATTLE MANUAL



A WARHAMMER 40,000 SUPPLEMENT CONTAINING RULES
FOR COMBAT AND WEAPONRY IN THE 41st MILLENNIUM

The Warhammer 40,000 Battle Manual updates and expands the combat rules and weapon details from the Warhammer 40,000 rulebook. This book is an essential guide for all players of Warhammer 40,000.

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- New hand-to-hand combat system, with rules for parrying blows, fumbled attacks and fighting multiple opponents.
- Background and rules for the most commonly used weapons of the 41st Millennium, including basic weapons, pistols, heavy and support weapons, grenades and hand-to-hand weapons.
- Card reference sheets and templates, including each weapon's armour penetration value for use with the revised Warhammer 40,000 vehicle rules.

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**WARHAMMER
40,000**



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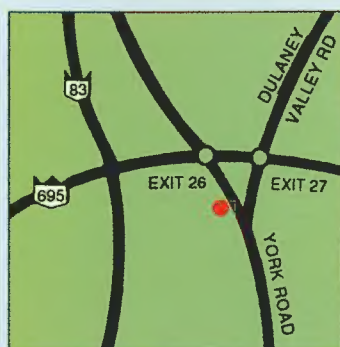
Every Games Workshop store holds weekly club nights where you can join in with games of Warhammer 40,000, Warhammer Fantasy Battle, Space Hulk and Space Marine.

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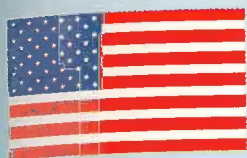


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Throughout the summer, all Games Workshop stores in the USA and Canada will be holding special **Summer Scorchers** days. There'll be a host of gaming events, special deals, drawings, give-aways, demonstrations and competitions.

That's not all... everyone who comes along to a **Summer Scorchers** will be entered into a Grand Prize Draw. The winner will be given an all expenses paid trip to the US Citadel Miniatures factory in Baltimore.

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GAMES WORKSHOP AND CITADEL NEWS

NEW MARAUDER MINIATURE

Congratulations to Trish and Aly Morrison of Marauder Miniatures for the latest addition to their range, baby daughter Mharaid. Best wishes and well done all three of you.

VOLLEY GUN PRICE

Apologies to everyone who rushed in their orders for the new Empire Volley Gun advertised in last month's White Dwarf at only £1.00 per model including crew! This was of course a printing error. The troll responsible has been summarily despatched to the Chaos Wastes until he learns to count. The Volley Gun is available from Games Workshop stores and Mail Order for £7.99.

GAMES DAY '92

With more than five thousand people turning up, Golden Demon at the new Birmingham venue proved such a success that we will be holding this year's Games Day at the NEC too. As we anticipate it being the best yet, we may even be using a larger hall!

STUDIO NEWS

The Studio production team are working with frenzied enthusiasm to finish work on *Ork & Squat Warlords*, the next supplement for Space Marine. We hope to have the product with the printers soon – more news in the next issue of White Dwarf.

Battle for Armageddon, the first in a new series of counter-based board wargames, is also nearing completion. The two-player game has been designed by Jervis Johnson, and includes a full colour playing board painted by Mark Gibbons. The action takes place during the Armageddon Campaign, when a force of Space Marines is sent to liberate Hiveworld Armageddon from a powerful tribe of Orks commanded by Warlord Ghazghkull Thraka.

NEW BAND WRAITH!

Warhammer Records are pleased to announce the signing up of Nottingham-based hard rock band Wraith.

Wraith have been supporting UFO on tour, and UFO were so impressed that two of the band members have been mixing Wraith's debut album *Danger Calling*, which has been produced by top metal producer Guy Bidmead (Whitesnake/Motorhead).

Work on the album is nearly completed, and it should hit the shops in August. Wraith will be going on a 28-day tour starting mid July, more details in future White Dwarfs.

From left to right, the five-man line-up consists of Andy Gamble (guitar), Gregg Russell (guitar), Steve Clarke (bass), Andy Reynolds (drums), and Jedd Clarc (vocals).



GAMES WORKSHOP™

Do you currently work in the Magazine or Newspaper industry or comparable publishing?

We are currently expanding our production Studio, offering a unique opportunity for the right people to make their contribution to the success of Games Workshop.

Games Workshop is searching for production and management staff to help us to run our busy Nottingham studio. You'll need to be experienced, ambitious, willing to work all hours under extreme pressure and be cheerful in the face of looming deadlines. Above all, you must play, understand and enjoy Warhammer Fantasy Battle and Warhammer 40,000.

We are especially keen to meet people who currently **manage** units or studios or who have responsibility over staff (our staff of about 40 need constant and painstaking supervision).

Obviously you will need to be literate and be familiar with desk-top publishing systems. We produce White Dwarf magazine and all of our books and games using an Apple Macintosh system running a combination of MS Word, Quark Xpress and Freehand.

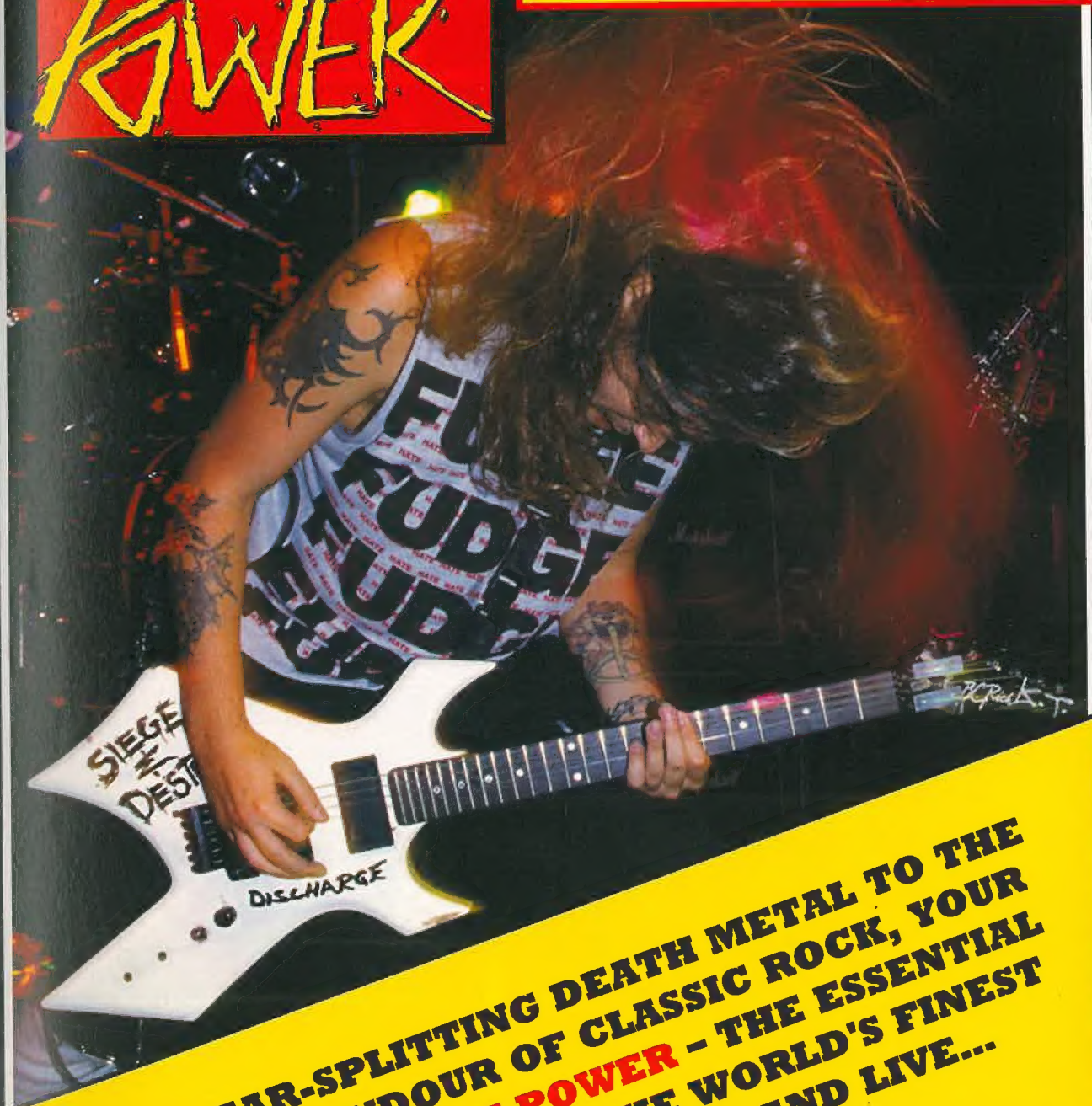
If this sounds interesting, we're more than willing to talk in confidence about what you've been doing and your own ambitions.

You should write in the first instance, telling us about yourself and enclosing a full CV to:

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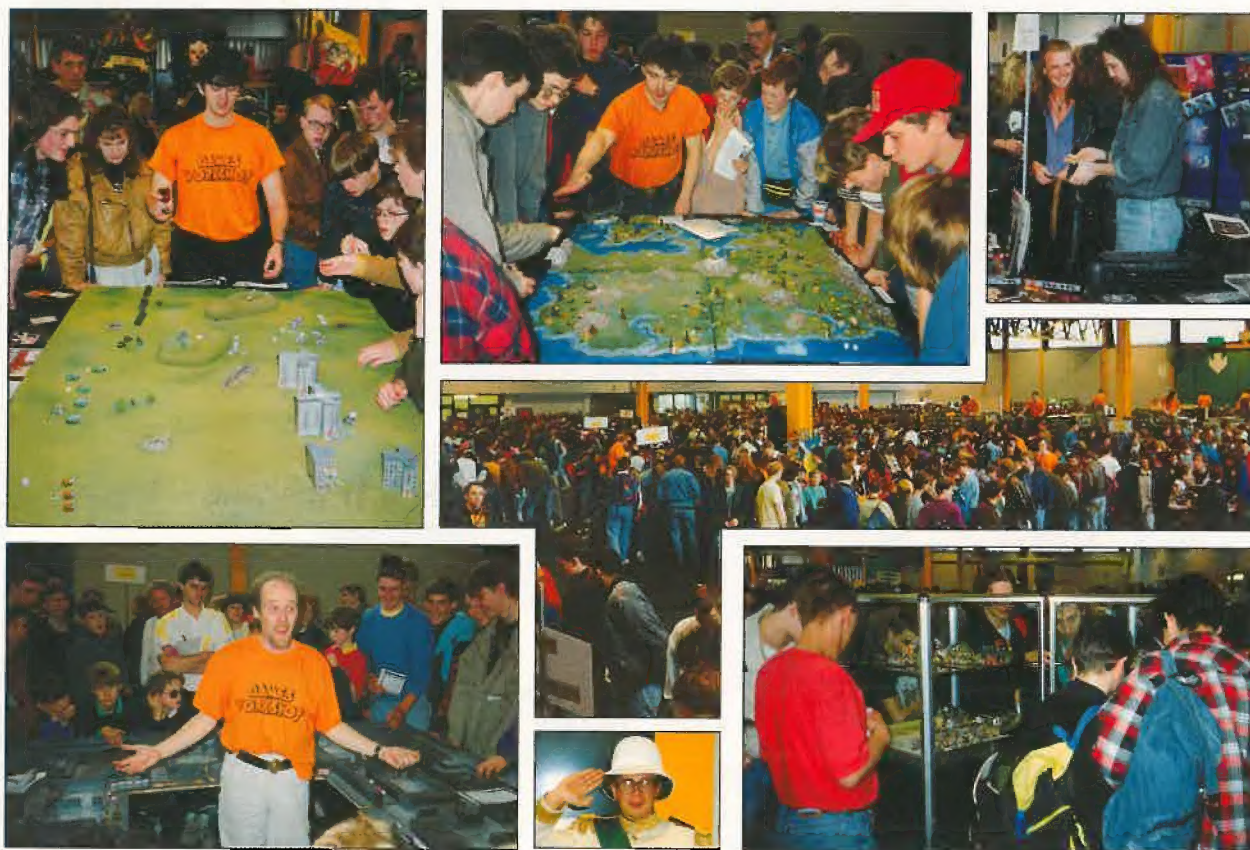
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GOLDEN DEMON GRAND FINALS 92

The 5th International Citadel Miniatures Painting Championships

On Easter Saturday 18th April 1992, over five thousand gamers and miniature painters filled the Pavilion at the NEC for the grand finals of the Golden Demon Awards 1992.

This year we promised that the Golden Demon Awards would be the biggest and best Games Workshop event ever and we certainly kept our promise. Even before the doors opened at 10am a huge crowd had gathered outside the Pavilion eager to get inside and join in the fun.



The Birmingham NEC fills up with gamers at the start of the 1992 Golden Demon Awards.

Inside the hall, there was a frenzy of activity as last minute adjustments were made to the terrain and armies were set up. When the doors opened at 10am, people flooded in and within ten minutes the previously vast and cavernous hall of the Pavilion was filled with cheerful gamers enjoying themselves.

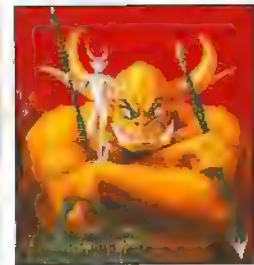
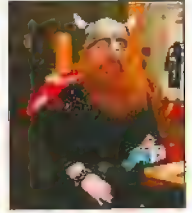
While the crowds started to gather around the cabinets filled with Golden Demon entries, the participation games were soon surrounded by friendly gamers all eager to join in the fun and cheer on the players.

Elsewhere in the hall, the exhibition games looked truly magnificent with fantastic terrain and wonderfully painted armies that had been put together by the staff and customers of Games Workshop stores from all over the country.

At the Studio stand, the Games Workshop designers, artists, and painters were kept constantly busy by hundreds of gamers wanting to know about forthcoming games and expansions, painting and modelling techniques, and tactics and strategies from the games designers themselves.



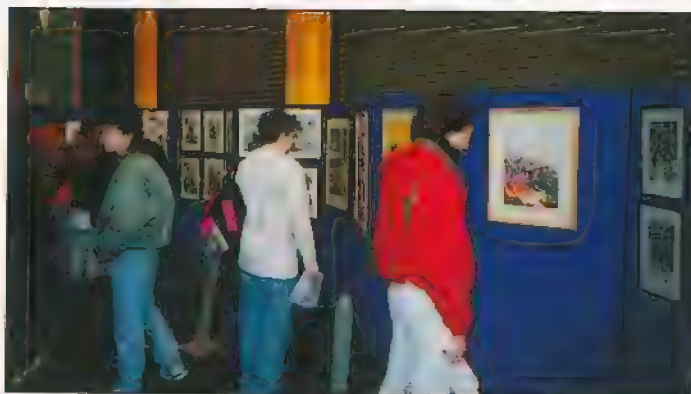
Paul Robins
1992 Golden Demon Winner



Golden Demon Awards 1992 Grand Finals – Thousands of gamers enjoy the excitement of Games Workshops biggest ever gaming and miniatures event.



John Blanche



A Blood Angels Terminator joins in the fun around the Studio Stands and Games Workshop art displays.

Throughout the day there were a host of special events. Twelve lucky gamers won themselves great prizes in our mystery prize draws and the GW quiz attracted an appreciative audience, with the Midland Moshers team from the Dudley, Coventry and Birmingham stores taking away the overall prize of special Golden Demon badges and posters.

As we previewed in last month's *White Dwarf*, Electronic Arts were at the event with a working demo of the forthcoming *Space Hulk* computer game. They'd brought along a huge monitor which proved a great success. An enormous crowd gathered round to watch the game in full 3D real-time action. Most people wanted to know when the game was going to be available, and Electronic Arts' answer was that they hope to have it out for Christmas.

Of course this event was the Golden Demon Awards, and the focus of the day was on the cabinets of brilliantly painted miniatures. The overall standard of painting this year was outstanding and Games Workshop artist and miniature painter John Blanche had an enormously difficult task choosing an overall winner due to the amazing quality of the painting and the sheer number of entrants.

In the end, Paul Robins' Dwarf Army was chosen as the overall winner for its well thought out and expertly applied paint scheme. This was a particular triumph for Paul and the first time ever that the Golden Demon Slayer Sword has been awarded to the same person for two years running.

In the next issue of *White Dwarf* we'll be printing a Golden Demon Awards 'Eavy Metal special with photos of all the award winning miniatures and a "best of the rest" section.

The 1992 Golden Demon Awards certainly lived up to their reputation as being the world's premier miniatures and hobby gaming event. For the most part this was down to all the gamers who came along and joined in and made it such a spectacular day.

All of the feedback we've received so far has been that this was truly the best Games Workshop event ever, and we now have the difficult task of making Games Day 1992 even more exciting. If you came to the Golden Demon Awards, then we'd like to thank you for coming and making the day a really special event. If you weren't able to come, then we hope to see you in the Autumn for Games Day.



US AND CANADA



GOLDEN DEMON '92 FINALS

On Saturday 25th April, Games Workshop Baltimore hosted the 1992 US and Canadian Golden Demon finals. Winning regional entries from across North America and Canada were transported by the retail store managers for the championship event.

The day was so successful that we've decided to make next year's contest even more exciting by holding the first combined North American Games Day/Golden Demon convention. Watch White Dwarf for details of this very special occasion.



The day's action began with a spectacular Warhammer Fantasy Battle game run by Jeremy Vetock, manager of the College Park store. Jeremy brought along his shop's Orc and Goblin army to attack a small village defended by Baltimore store's Empire army. At first the game seemed to be going the Empire's way as the army's new volley gun decimated a large unit of Orc Boyz advancing across the battlefield, and a unit of Reiksguard seriously wounded the Orcs' Giant ally. However, the Orcs and Goblins launched a counter attack with a unit of Boar Boyz and some unusually bright Trolls that swept the human forces off the table.



The Fantasy Battle game was followed by a Space Marine game run by Philadelphia store's manager Joe Gardner. The Philadelphia staff had constructed a huge epic scale hiveworld specially for the occasion. An attacking force of Blood Angels was sent to subdue a rebel planetary governor and his loyal Imperial Guardsmen. Sadly, the Imperium's attack failed, and the Marines were forced to call down a viral bombardment.

Throughout the day, Owen Branham, manager of Fairfax store, held Speed painting contests, while Kent Martin gave lively 'Eavy Metal demonstrations. Gamers were also able to see Kent's beautifully painted Dark Elf army in the flesh (or rather the metal).



Toronto manager Logan Lubera brought along his store's Imperial and Chaos banners, and encouraged visiting gamers to sign them. Vancouver's Geoff McMartin ran a death arena game where players could bring along any hero worth 300 pts or less.

At the end of the day, with the judging completed, everyone was eager to find out who had won, and Frank Barich was proud to announce Mark Dance as grand prize winner for his superbly painted Chaos Centaur.

Top left: Live 'Eavy Metal with Kent Martin.

Middle: Epic scale Hiveworld constructed by the Philadelphia store staff.

Left: Speed painting contest in full swing.

GAMES WORKSHOP™

PRESENTS

GAMES DAY '92



Following the success of the 1992 Golden Demon Awards at the Birmingham NEC, Games Day '92 now also moves to the NEC for biggest and best gaming event *ever!*

AUTUMN 1992 at the BIRMINGHAM NEC

For more details, see future issues of White Dwarf or ask the staff at your local Games Workshop store.

WARHAMMERTM

▶ ROGUE 40,000 TRADER

CLOSE COMBAT RULES

BY ANDY CHAMBERS AND JERVIS JOHNSON

The battles of the fortieth millennium are often decided by the desperate struggles of warriors fighting in hand to hand combat with victory going to the stronger or more skilful fighter.

When we began work on the new Warhammer 40,000 Battle Manual we played a lot of games to test the current rules to destruction. We found that close combats often took several turns to resolve themselves, locking troops in close combat and placing models which specialised in close combat at a disadvantage. This threw too much emphasis onto shooting and lost the sense of close combat being a lightning-fast life and death struggle, something we felt that close combat should be all about.

We decided to revise the close combat rules and started off by looking at our other games to find ones which had the right 'fast and deadly' feel. Close combat in Space Hulk is wonderfully fast and deadly, as any player can tell you.

It uses dice rolls made by the players to determine the winner, victory going to the player who rolls the highest number. Superior skill or speed is represented by either bonuses to the dice rolls or rolling more dice and picking the highest roll.

We reckoned that this would be an ideal way of fighting in Warhammer 40,000. By getting rid of dice rolls to hit in close combat and replacing them with a competitive dice roll to see who won the combat and struck their opponent, the struggles became more exciting and faster too.

We've ensured that the weapons, armour and skills of combatants are still as important as ever and through numerous games we've found these new rules are good fun to play. The Battle Manual includes the new close combat rules but we're going to give you a sneak preview here so hopefully you'll write in and tell us what you think of them. Naturally you can still use the old rules if you prefer, but we'd thoroughly recommend that you give these rules a try.



HAND-TO-HAND COMBAT

Of all forms of fighting, hand-to-hand combat is the most violent and desperate, with deadly adversaries doing their utmost to kill each other – hacking with swords, slashing with razor sharp talons, biting, kicking and punching. Hand-to-hand combat is resolved differently to shooting, as described on the following pages.

Hand-to-hand combat is more important to some troops than others. Genestealers can only fight hand-to-hand for example, and they're very good at it! Space Marines are good all-round troops, able to fight well either close to or at a distance. Gretchin, however, are too small and weak to fight very effectively at close quarters. Hand-to-hand combat is assumed to involve grappling and striking out with fists, claws, swords and rifle butts, as well as very close range weapon fire with pistols and other suitable weapons.

At such close range marksmanship counts for very little as it is almost impossible to miss if you can overpower your foe long enough to get a chance to shoot. Speed and brute strength count for a great deal, with victory often going to the combatant who manages deliver a killing blow or shot first.

MODELS IN HAND-TO-HAND COMBAT

Opposing models fight hand-to-hand combat in the hand-to-hand combat phase if their bases are touching. When a model is moved so that it touches an opposing model they are engaged in hand-to-hand combat.

Once engaged in this way neither model may shoot in the shooting phase or move at all until the combat has been resolved. There are few exceptions to this rule – it may be possible for a model to move away from his opponent in some situations – and these are described later.

It may take several turns to resolve the hand-to-hand combat if the combatants are tough and equally matched, but most combats will be completed within a single turn.

Only pistols and close combat weapons can be used in hand-to-hand combat. These are weapons specifically designed for fighting at close quarters, such as swords, chainswords, knives, axes and the like. Because they are small, pistols can also be used, one combatant trying to force his enemy's arm away while his foe uses all his energy to point and shoot his gun.

Pistols and some close combat weapons have their own strength value and saving throw modifier. Both kinds of weapon are described later on in this article

All hits inflicted by hand-to-hand combat may be worked out using the strength value and saving throw modifier of either the weapon or the model, whichever is the higher. You may, for example, use the strength of the model and the save modifier of the weapon if these are the higher values. You'll usually find the weapon's value is higher.



CLOSE COMBAT PROCEDURE

Most combats are 'one-on-one' which means one of your models is engaged against one of your enemy's models. These combats are worked out as shown below. Where one model is engaged against more than one enemy model, this is called a multiple combat. These have special rules and are described later.

1. Throw Attack Dice

Both players roll a number of D6's equal to their model's attack characteristic.

2. Work Out Score

Each player picks his single highest scoring dice and adds his model's Weapon Skill to the score. He then adds any other modifiers that apply from the close combat modifiers chart.



3. Determine Winner

The player who has the highest total score wins the combat. In the case of a tie the model with the highest initiative wins the combat - if there is still a tie the combat is a stand-off.

4. Number Of Hits

Compare the scores of both combatants. The difference between their scores is the number of times the winner has hit the loser. If you won the combat on a tie you still cause 1 hit.

5. Throw to Damage

For each hit scored the attacker rolls a D6 on the Damage Chart and determines if the hit causes damage exactly as with hits from shooting. You may use the strength characteristic of either the model itself or any pistol or close combat weapon it carries.

6. Saving Throw

Models that are wearing armour may attempt to avoid the effects of any damaging hits by making an armour saving throw exactly as with shooting damage.

CHARGE

A charge is a move intended to bring a model into hand-to-hand combat. The attacker leaps towards his enemy, yelling a blood curdling war cry or roaring a spine-chilling challenge.

A model can only engage an enemy model in hand-to-hand combat by charging. When you wish to charge an enemy model you first declare that you are charging and nominate the enemy model you wish to charge. The reason you do this is because the model you are charging may be able to shoot as the attacker bears down upon him. This can happen if the model is in *Overwatch*. The rules for *Overwatch* were printed in White Dwarf 129.

A charging model may move up to double its normal move rate. For example, if the model normally moves 4" it can charge up to 8". Players may not measure the distance before declaring the charge - they must rely on their judgement to estimate whether a model can reach its intended opponent. If a charging model fails to make contact with an enemy, it may do nothing for the remainder of the turn.

If a model charges an enemy behind a wall or other obstacle, it will be impossible to move the models so that their bases are touching because the obstacle is in the way. However, they are still considered to be touching and the hand-to-hand combat proceeds as normal. The charger suffers no move penalty on account of the obstacle.

Sometimes models move about the battlefield randomly because they are affected by gas weapons or are blinded or disoriented. Models which are moving randomly or out of control may simply blunder into hand-to-hand combat without a charge being declared. This is an exception to the normal rule that says you have to declare a charge before moving into hand-to-hand combat. Models moving unintentionally into hand-to-hand combat do not receive the usual bonus for charging, but their opponent has the same options as if he were charged.

WHICH MODELS CAN FIGHT

In the hand-to-hand combat phase all models engaged in hand-to-hand combat may fight. Note that it doesn't matter which player's turn it is. Even if it is not your turn you may fight with any models engaged in hand-to-hand combat.

Models are allowed to fight all round them, and not just against models to their front, so you can fight through a full 360° arc. This represents the fact that the warrior is whirling around, dodging and weaving, making desperate lunges, and generally doing his utmost to kill his opponent. Obviously the miniature itself is unable to move but don't let this fool you!

If a model is engaged against two or more enemy at once then all the models may fight. This is called a multiple combat and rules for this are covered later.



ATTACK DICE

During hand-to-hand combat a model rolls the number of attack dice indicated by the Attacks (A) characteristic on its profile. Most models roll 1 attack dice as their Attack value is 1. If a model carries a close combat weapon in each hand, such as 2 pistols or a sword and a pistol, then the model automatically rolls 1 extra attack dice to represent the extra weapon. For example, a Space Marine normally rolls 1 attack dice, but if he were carrying a chainsword and a bolt pistol this would become 2 dice.

Remember that although you may roll more than one dice, you only use one when working out who won the combat. The advantage of using more dice is that it gives you a better chance of rolling a high score.

DETERMINE WINNER

To determine the winner each player picks one of his attack dice, adds the model's Weapon Skill (WS) to the roll, and then adds any close combat modifiers to find a final score. The player with the highest score wins the combat. The winner now subtracts the loser's score from his own to determine how many hits his model causes.

In the case of a tie the model with the highest initiative wins the combat and scores one hit. If both models have the same initiative value the combat is a stand-off and no hits are scored on either model.

Example: A Space Marine is fighting an Ork. The Space Marine's WS is 4 compared to the Ork's 3 and both have 1 attack. Each player rolls a D6 and adds the score to his model's WS. The Space Marine rolls a 3 giving a score of 7 (WS4 + roll of 3) while the Ork rolls a 5, giving him a score of 8 (WS3 + roll of 5). The Ork has won by a difference of 1 so he has hit the Space Marine once. If the Ork had also been charging he would have received a close combat modifier of a further +1, giving him a score of 9 and inflicting 2 hits on the Space Marine.

THROW TO DAMAGE

Once hits have been established determine if each hit causes damage in the same way as for hits from shooting - ie compare the attacker's strength and the defender's toughness on the Damage Chart.

THE FUMBLE RULE

In the hurly-burly of close combat it is all too easy for a weapon to slip from your grasp, to trip over, or overbalance and expose yourself to a quick punch or stab. This is represented by the fumble rule.

When both players roll their attack dice any roll of a 1 represents a fumble. Any fumbled dice are handed over to the other player who adds +1 to his own combat score for each fumbled dice.

This rule makes it occasionally possible for an hopelessly outclassed fighter to pull off a spectacular surprise victory against all the odds!

THE PARRY RULE

A warrior armed with a sword (including Boneswords, Chainswords, Power swords and Force swords) can parry or turn aside an opponent's blow with his own blade. To represent this a model armed with a sword can force an opponent to reroll his highest attack dice before the winner of the combat is determined.

The swordsman doesn't have to parry if he doesn't want to. Though parries are useful it is possible an opponent may reroll and get a better score. An opponent who rolls several dice can always pick his next highest score and use that to determine who won the combat rather than use the score of his re-rolled dice. Re-rolled dice can still produce fumbles as described below.

Most pistols and close combat weapons have their own strength value. If a model carries a close combat weapon, a hit is worked out using either the attacker's value or the weapon's value, whichever is the higher.

SAVING THROW

Armoured models that have suffered damage can make a saving throw. This is exactly the same procedure as saving throws from shooting.

Most pistols and close combat weapons have their own saving throw modifier. If a model carries a close combat weapon, a hit is worked out using either the attacker's value or the weapon's value, whichever is the higher.



MULTIPLE COMBATS

When two or more models are fighting a single enemy this is called a **multiple combat**. To resolve what happens the outnumbered model must fight each of his opponents one after the other. The outnumbered model may choose which opponent to fight first and the combat is resolved exactly like a one-on-one combat.

If the outnumbered model survives he must choose another opponent and fight him - but this time the enemy model rolls an extra dice and adds +1 to the score. Should the outnumbered model survive again he must fight a third, fourth and any other opponents who are attacking him.

Each further opponent adds another +1 to his score and rolls an additional dice. For example, a third opponent adds +2 and rolls 2 extra dice, a fourth opponent adds +3 and rolls 3 extra dice, and so on. This means it is possible to swamp a very strong opponent with sheer weight of numbers.

CLOSE COMBAT MODIFIERS

In some circumstances it is easier or harder to defeat your opponent than others. For example, it is easier to strike at someone from above, and harder if they are behind a wall. To represent these factors the following modifiers are applied to the model's score. All modifiers are cumulative. For example a +1, +2 and -1 gives an overall result of +2.

+2 Frenzied

A fighter who is *frenzied* automatically adds a bonus of +2 to his close combat score. *Frenzy* is a psychological effect described in the Psychology section of the Warhammer 40,000 rulebook.

+1 Fumble

If your opponent fumbles you automatically add +1 to your close combat score for each fumbled dice. Fumbles are explained above.

+1 Charging

If the model charged into combat this turn add +1 to your close combat score.

+1 Higher Up

If the model is on a higher slope, stair, rampart, etc then add +1 to your close combat score to represent the advantage gained by towering over your enemy. You don't get this advantage just because your model is taller than his opponent - that is already taken into account by their WS, A and other characteristics.

+1 Multiple Combat

If the model is the second opponent to fight in the same game turn he rolls an extra D6 and has a +1 modifier to his combat score.

-1 Obstacle

If you charge against an enemy behind a hedge, wall, barricade, or other linear obstacle then he is protected to some degree by the interposing obstacle. This is represented by a deduction of -1 from your close combat score. Note that this only applies in the turn in which you charge, afterwards your model is assumed to have climbed over the obstacle to get to grips with his opponent.

-1 Improvised attack

If the model has no close combat weapons of any sort and has no natural attacks (claws etc) then a -1 penalty is imposed on the close combat score.

It is very rare for a warrior not to have a knife or at least a blade attached to their gun, so this penalty is only applied in the unlikely event of characters fighting with their fists - civilian workers defending their work place from attack, for example.

Note that some pistol weapons have 'to hit' modifiers that are applied when shooting. These modifiers do not apply in hand-to-hand combat, only when shooting at a distance.

FOLLOW UP

If all a combatant's opponents are slain the model may make a special **follow up** move. The victor can use this special move to leap behind cover, rush forward to engage a further enemy, or to move in any way he wishes. When making a follow up move, a model may be moved up to 2" in any direction. Note that this extra move is an exception to the turn sequence in that it takes place in the hand-to-hand combat phase. If your model kills all his opponents it may make a follow up move regardless of which player's turn it is.

If you use a follow up to engage a fresh enemy then leave the models in base to base contact but do not work out the hand-to-hand combat until the next close combat phase. The victor has time to engage his new foe, but there isn't enough time left to continue fighting. Because they are engaged hand-to-hand neither model may do anything until the following hand-to-hand combat phase.

During the follow up move no movement penalty is imposed for crossing a wall or other obstacle because it is assumed troops make their way across such obstacles as they fight. Other terrain penalties apply as normal. Note that a model that makes a follow up move can still move normally in its movement phase assuming it is not engaged in hand-to-hand combat.

The follow up move does not affect the distance models are allowed to move in their next movement phase - it is a bonus due to the intense bout of activity during close quarter fighting.



DAVE GALLAGHER

UNIT COHERENCY IN HAND-TO-HAND COMBAT

Models engaged in hand-to-hand combat are not bound by the unit coherency rule. They are allowed to be more than 2" away from the rest of their unit. Models which follow up are also permitted to move out of the normal 2" coherency distance. However, once the engagement is over they will become subject to the coherency rules again, and must move back to within 2" of the rest of their unit as soon as possible.

BREAKING OFF FROM CLOSE COMBAT

Models engaged in hand-to-hand combat may not move during their movement phase because it is assumed the actual fighting takes place throughout the turn. Therefore the opposing models remain locked in combat and the result is worked out during the hand-to-hand combat phase.

The models cannot move away as to do so would invite their enemy to pounce and almost certainly slay them. This is the general rule - however we may allow an exception where a player feels his model is so hopelessly outclassed, or the situation is so desperate, that it is worth trying to break away from close combat.

The warrior turns his back on the enemy and tries to leap away. Perhaps the fighter is lucky enough to take advantage of a sudden lull as his enemy is thrown aside. Maybe his enemy is forced to duck to avoid a blow, giving the warrior a bare second or so to break away. It must be said that this is very risky! If the enemy recovers in time he will rush forward and attack your fighter from behind.

A model may attempt to break off from close combat in the following way. The player must declare his model is breaking away before the models fight in the hand-to-hand combat phase. Then work out the combat result as normal except that the model attempting to break away counts his Weapon Skill (WS) as 0. This is because he has his back turned and cannot fight back effectively. If the model survives it is moved out of close combat and has broken off successfully.



MARK GIBBONS

WD18

This is an exception to the normal game sequence as the movement takes place in the hand-to-hand combat phase. The move is at double rate and no penalty is imposed for the initial turn away from the enemy. The retreating model may not charge, shoot or do anything else for the remainder of the turn.

HAND-TO-HAND COMBAT WITH THE VEHICLE TEMPLATES

Regular White Dwarf readers will doubtless be familiar with the latest rules for vehicles that use the special targeting grid and hit location templates. The hand-to-hand combat rules described above may be used in conjunction with these rules for vehicles and Dreadnoughts. We'll be expanding on this in the forthcoming Warhammer 40,000 Vehicles Manual supplement.

ROBOTS AND DREADNOUGHTS

Robots and Dreadnoughts, or indeed any type of machine that has a Weapon Skill, may fight in hand-to-hand combat using the rules described above.

If the Robot or Dreadnought is hit then the attacker may choose which location is struck but doesn't roll for deviation.

Armour penetration and damage is assessed in the same way as shooting damage.

VEHICLES

Vehicles cannot engage in hand-to-hand combat as such, but a model may attack any vehicle it is touching during the hand-to-hand combat phase. This is not a proper hand-to-hand combat engagement and does not restrict the movement of either the vehicle or the attacker in their subsequent movement phases.

A model that is attacking a vehicle automatically hits once for each Attack on its profile. The attacker may choose the location struck and doesn't roll for deviation. Armour penetration and damage effects are worked out exactly as for hits from shooting.

If the attacker is armed with a grenade or any ranged weapon he may use this in hand-to-hand combat against a vehicle. Note that these weapons can't normally be used in close combat, so this is an exception to the normal rules. This allows for troops pushing gun barrels into hatches or through vision ports, or throwing grenades into exposed compartments. The attacker chooses his hit location exactly as if he were using a close combat weapon such as a pistol or power sword, and damage is worked out in the same way. Any area effect of the weapon is ignored - the blast being contained inside or under the vehicle. When used in hand-to-hand combat weapons only fire once, any sustained fire ability is ignored when used in close combat against vehicles.

Vehicles which are not moving are very vulnerable when attacked in close combat. The attacker can take his time to locate any weak points, climb up onto the structure, push his gun barrel through hatches, etc. To represent this hand-to-hand attacks against immobilised or stationary vehicles receive an armour penetration bonus of a further +1D6. This is very useful as it allows troops armed with relatively light weapons to swarm all over and destroy a heavily armoured vehicle that has been brought to a halt.

EXAMPLE OF HAND TO HAND COMBAT



JOHN BLANCHÉ

As an example of how hand-to-hand combat works we'll take a look at a combat between a Space Marine and two Ork Boyz. The Space Marine is armed with a chainsword and bolt pistol, while the Orks have their standard armament of a Bolter and a combat knife.

Space Marine

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	1	4	1	8	8	8	8

Ork Boyz (2)

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	4	1	2	1	7	6	7	7

The Space Marine charges the Orks in the movement phase. Neither Ork is on overwatch, so they are not allowed to take a shot at the Marine as he enters combat with them. The Space Marine is not allowed to fire at the Orks in the shooting phase because he is engaged in close combat.

We now come to the hand-to-hand combat phase. The Space Marine has to fight both Orks this phase, one after the other. The Ork player is allowed to choose which of his models will fight first, though in this case it is not important as the two models are identical.

The Space Marine has an Attack value of 1, which is increased by +1 because he is armed with two close combat weapons. His Weapon Skill is 4, and he is entitled to the +1 charging modifier from the close combat chart. This means that the Space Marine rolls two dice and adds +5 to the score of the highest roll.

The Ork also has an Attack value of 1, but this is not increased as he only has one close combat weapon. His Weapon Skill is 3, and he is not entitled to any modifiers, so the Ork player will roll one dice and add +3 to the score.

The Space Marine player rolls a 6 and a 2. He adds +5 to the highest dice roll, for an attack score of $6+5=11$. The Ork player rolls a 4. He adds +3 to the score for a final total of $4+3=7$. The Space Marine has won the combat by four points and so scores four hits on the unfortunate Ork.

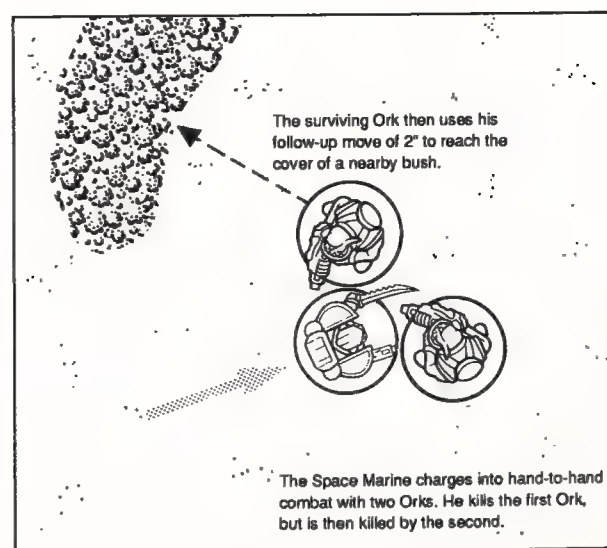
The Space Marine player can choose which of his model's close combat weapons scored the hits, but as the chainsword and bolt pistol both have a strength of 4 and a -1 save modifier it does not matter which is used. The Marine player rolls for each hit and scores three wounds. The Ork player attempts to save against the wounds but not surprisingly fails.

The Space Marine now turns his attention to the second Ork. This combat will be resolved in exactly the same way as the first, except that the Ork rolls an extra D6 and has a +1 multiple combat modifier for being the Space Marine's second opponent in the same turn.

This time the Space Marine rolls a 1 and a 4. He takes the 4 and adds his bonus of +5 for a total of $4+5=9$. The Ork rolls a 5 and a 2, which with his bonus of +4 also totals 9. In the case of a tie the model with the highest initiative (in this case the Space Marine) would score a hit.

However, the Space Marine player rolled a 1, which counts as a fumble, and which the Ork is allowed to add to his score. This takes his total to $5+4+1=10$, so he wins the combat by one point and scores a hit!

The ensuing damage roll wounds the Space Marine, who fails to save and is eliminated. The Ork is now allowed to make a follow-up move of up to 2", and uses this opportunity to get under cover behind a nearby bush.



MB14/B TREEMAN



TREEMAN B
RIGHT ARM
MB14/6



TREEMAN B
LEFT ARM
MB14/5



TREEMAN BODY B
MB14/4

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MM52/7

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MM52/3



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MM52/4



CARRION HEAD C
MM52/5



CARRION WINGS
MM52/2



CARRION BODY
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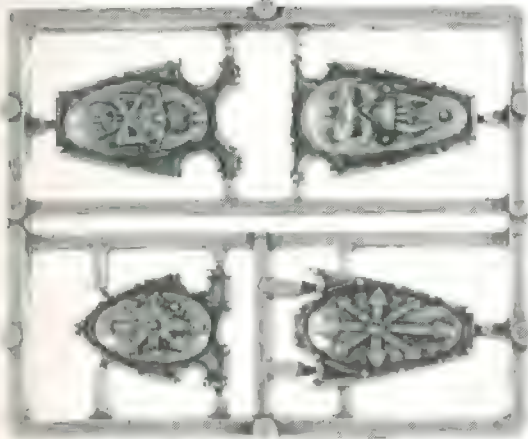
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HAND-TO-HAND WEAPONS

Hand-to-hand combat weapons are designed for use purely in close combat. For example swords of various types, the hunting lance and the power axe. Such weapons cannot be used in the shooting phase, only in the hand-to-hand combat phase.

BANSHEE MASK

Banshee masks contain a special psychosonic amplifier which intensifies the Eldar's screaming battle cry to a piercing shriek. Howling Banshees are trained how to release their rage as they charge into combat, and taught how to focus and project the resultant psychic scream against their enemies. Enemies exposed to this psychic scream suffer almost total paralysis as their central nervous system is flooded with unbearable levels of psychic energy.



Special Rules

The target may neither run away nor fire Overwatch at the charging Banshee warrior, but is obliged to hold his ground. Furthermore, during the first round of combat the target's WS counts as 0 because of the paralysing effect.

The Banshee Mask is only effective when the Howling Banshee charges – it has no effect if the Howling Banshee is itself charged by an enemy model. In the second and subsequent rounds of a close combat engagement the Mask also has no effect.



MARK GIBBONS

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Special
Close combat only		Enemy WS = 0 in first round of charge					Close combat

BLADES AND SAWS

With the addition of a heavy blade, any basic weapon can be used in hand-to-hand combat. A model equipped in this fashion avoids the usual penalty for fighting with an improvised attack (-1).

Blades may be small and pointed, like bayonets, or axe-like and serrated, in which case they are used with a chopping motion like heavy axes.

These ancillary combat accessories can take many forms, and some may be concealed within the body of the weapon until needed.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Special
Close combat only				As user	1	–	Close combat

BONESWORDS

Boneswords are bio-weapons used in pairs by Tyranid warriors. The blade of a Bonesword is a massively enlarged horn, sharply serrated along both edges. The blades are alive. They slowly grow in size, and are also capable of repairing themselves over time. The hilt is the hard, chitinous exoskeleton of the bio-construct. The creature's small brain is protected deep within the hilt. The creature is incapable of independent thought, but

able to generate a powerful surge of psychic energy when stimulated by the user. This psychic energy flows along the nerve tendrils embedded within the blade, causing a field effect rather like

a psyker's force weapon. This gives the Bonesword its potent 'bite' represented by its extremely high strength value and -2 save modifier.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Special
Close combat only				6	1	-2	Close combat

CHAINFIST

The chainfist is designed for use by Terminator Space Marines. It is primarily used for cutting holes through heavy bulkhead doors and walls, but it is also an awesome weapon in close combat.

The chainfist is essentially a power glove incorporating a chainsword. The cutting edge is encased in a power field which crackles and glows with energy. This power field discharges energy as

soon as the chainfist strikes, striking the target with flashing bursts of energy. Crackling forks of blue lightning crawl over the target's surface and shatter it, and the whirring teeth chew through armour and flesh with equal ease.

With three or four well placed cuts, a warrior can cut a hole in a bulkhead large enough for even the bulk of a Terminator to step through.

The weapon is no less deadly in hand-to-hand combat, and is powerful enough to cut through vehicles and dreadnoughts.



Its only disadvantage is its considerable bulk, but when fitted to Terminator armour this is compensated for by the power of the suit itself.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Special
Close combat only				10	D4	-6	Close combat

CHAINSWORD

This is a popular weapon with officers in Imperial Guard forces, ship boarding parties and close assault troops. It is shaped like a traditional sword, but has the addition of a powered chainsaw edge that is studded with sharp monomolecular teeth capable of slicing through armour and steel bulkheads.

The chainsword makes an angry buzzing noise as its razor-edged teeth spin round, intensifying into a high pitched scream as the weapon bites.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Special
Close combat only				4	1	-1	Close combat

DIGITAL LASER

In a hostile and suspicious galaxy there will always be a ready market for small and easily concealed weapons. The digital laser or digilaser is a laser so tiny that it may be concealed in a finger ring, or fitted unobtrusively into a glove. Although these weapons exist, no-one knows where they come from, and it is beyond the technological capability of all known races to manufacture them.

Digilasers can be carried without affecting the wearer's ability to carry

other weapons, and greatly enhance his hand-to-hand combat potency. As they are so rare and expensive their possession is restricted to a wealthy elite, and digilasers make their appearance on the tabletop rarely and then only in the possession of the most influential and heroic characters.

Special Rules

A digilaser is worn as a finger ring, or fitted into the knuckles of a glove. They do not affect a model's ability to carry

or use other weapons. A model may wear up to 4 digilasers on each hand, or 8 in total. In hand-to-hand combat, a model may automatically shoot its digilasers before the combat proper is resolved. This is worked out in exactly the same way as shooting, representing the model blasting away at short range before its opponents close.

Once close combat has been started digilasers have no effect, so you don't roll extra dice because your model is carrying them.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Special
Close combat only				3	1	-1	Close combat - See above

HARLEQUINS KISS

The Harlequins Kiss is used only by the Eldar Harlequins, and its Eldar name means 'Kiss of Evil'. It is a tubular weapon that straps to the back of the forearm. By punching forward, the Harlequin activates the weapon and releases a tightly curled 100 metre long monofilament wire (a wire only one molecule thick). If the tip of the weapon touches the enemy the wire filament pierces armour and flesh and instantly uncoils inside the victim's body. Within the space of a heartbeat the enemy's insides are reduced to the consistency of soup, and the wire whips back into the Harlequins Kiss.

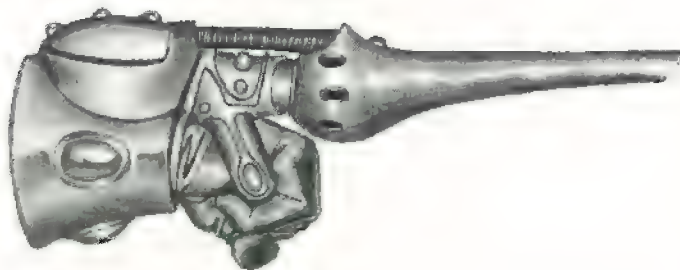
Special Rules

Determine hand-to-hand combat hits as normal. If a hit is scored the target makes an immediate armour saving throw. If the save is passed the target is unharmed, and the wire fails to penetrate the armour. If the save is failed the model is automatically killed.

The Harlequins Kiss may be used against armoured targets such as Dreadnoughts and vehicles, but it cannot cause damage unless it is able to penetrate their armour. The Harlequins Kiss has its own special rule for penetrating armour.

To determine how many points of armour are penetrated roll a D6. If the score is 1 to 5 then that is the amount of armour penetrated, but if the score is 6 then roll another D6 and add this score to the first. If this second dice roll is also a 6 add the score of a further D6, and so on until a number of less than 6 is rolled.

The chances are that the Kiss won't penetrate even the most weakly protected vehicle (as most vehicles have at least 8 points of armour) but if the player is very lucky a small chink may be found which allows the wire to wreak devastation inside. If the target is penetrated roll a D6 and refer to the chart below.



VEHICLE CREW PENETRATION CHART

- 1 1 randomly determined crewman is caught and killed by the wire.
- 2-4 Roll a D6 for each crewman. On a score of 1, 2 or 3 the individual is unaffected. On the score of a 4, 5 or 6 the crewman is killed.
- 5 Roll a D6 for each crewman. On a score of a 1 the individual is unaffected, on the score of a 2 or more the crewman is killed.
- 6 All crew are killed.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Special
Close combat only							Close combat - See above

LIGHTNING CLAWS

Lightning claws are a special weapon used by Space Marines in Terminator armour. They consist of a pair of heavy armoured powered gloves with long slashing talons sheathed in a rippling blue power field. They are only worn in pairs, and are a very difficult weapon to master, requiring an individual style of fighting in which the long claws are used to cover against attacks as well as to slash against the opponent.

Because the claws are sheathed with powerful energy like a power glove, when the curved blades rake across armour or flesh they discharge crackling energy like small lightning strikes over the target, tearing it apart and exposing flesh and

bone to further assault.

Special Rules

As these weapons are always worn in pairs the Terminator receives an extra attack dice in hand-to-hand combat. Lightning claws penetrate vehicle armour differently to other weapons. If one hit is scored against a vehicle or Dreadnought the amount of armour pierced is $8 + D3 + D6$ as normal ($\text{Strength} + \text{Damage} + D6$). If 2 or more hits are scored the player has the option of working out each hit separately or combining hits into a single attack penetrating $8 + 3D6$.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Special
Close combat only				8	D3	-5	Close combat - See above

MANDIBLASTER

The helmets of the Striking Scorpions incorporate a pair of weapon pods positioned and shaped much like the mandibles of a scorpion. Each pod houses a mandible blaster, or Mandiblast, a unique and deadly device also known as the Sting of the Scorpion. The Mandiblast is an extremely short range weapon, useful only at a distance of a foot or so.

The weapon is activated by a psychic pick-up in the helmet, and fires a stream of tiny metallic needles straight forward into the target. These needles cannot do much damage themselves, although in the case of unarmoured targets they can tear and lacerate flesh, but they act as a conductive medium through which the Striking Scorpion delivers an intense laser energy sting.

This laser energy vaporises the tiny slivers of metal into plasma which rips straight into the target. The Mandiblast is a highly effective secondary weapon which is designed to be used in conjunction with other weapons.

It is brought into play while the Aspect Warrior's opponent is still a few feet away, enabling the Eldar to deliver a vital attack before the enemy has had a chance to strike.

Special Rules

The Mandiblast automatically shoots before the hand-to-hand combat proper is worked out. This is worked out in exactly the same way as shooting, representing the model blasting away at short range before its opponents close. Once close combat has been started Mandiblasts have no effect, so you don't roll extra dice because your model is carrying them.

If a hit is scored, searing laser arcs leap from the Striking Scorpion's helmet mandibles and send jets of laser energy into the target. Roll a D6, and if the score is equal to or more than the target's Toughness 1 wound is sustained. Saving throws from Mandiblast attacks are resolved with a -2 dice modifier.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Special
Close combat only				-	1	-2	

POWER AXE

The power axe resembles a large axe or halberd. Its blade is surrounded by a hazy blue power field which crackles with discharges of energy. When the weapon strikes, this energy is discharged over the victim, rending the target apart with lightning-like power. The weapon is carried by some close

assault troops, but is commonly associated with Tech-Marines and members of the Adeptus Mechanicus. The weapon is large and requires both hands to use.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Special
Close combat only				6	1	-3	Close combat

POWER GLOVE

The power glove or power fist is a heavy armoured gauntlet surrounded by an energy field which disrupts the surface of solid matter. In this form the energy field allows the glove to punch its way through walls and armour, and also to grip and tear away at solid objects. A hand wearing a power glove during hand-to-hand combat may not hold anything else, but the glove may be turned off and the hand used normally when required. Power gloves are used in conjunction with power armour by Space Marine officers and some close assault units.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Special
Close combat only				8	1	-5	Close combat

POWER MAUL

This weapon is used by the Adeptus Arbites Judges – the dreaded Arbitrators of Imperial Justice. This galactic police force hunts down criminals and enforces the Imperium's Laws.

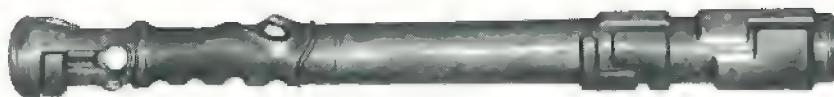
The power maul is a club surrounded by an energy field which disrupts the surface of solid matter. The depth of the field can be adjusted to bash a hole through a wall or merely administer a knock-out blow to subdue a victim.

Unlike the power axe, the maul is held in one hand, leaving the other hand free for a pistol or shield.

Special Rules

In game terms it matters little whether a model is knocked out or slain, so the

profile reflects the weapon's maximum ability. However, any model 'killed' by a power maul may be assumed to be unconscious and automatically recovers once the game is over.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Special
Close combat only				5	1	-3	Close combat

POWER SWORD

The blade of the power sword is surrounded by a hazy blue energy field which disrupts any solid matter it touches. As a blow is struck the whole length of the sword shivers with a crackling discharge of energy which then envelops the target and tears it apart. Amongst the Imperial forces the power sword is regarded very much as an officer's weapon, although it is also

carried by close assault troops where more devastating power weapons aren't available. Unlike the power axe,

the sword is held in one hand, leaving the other hand free for a pistol or other close combat weapon.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Special
Close combat only				5	1	-3	Close combat

ROUGH RIDER HUNTING LANCE

The hunting lance is used by Imperial Rough Riders. These tough, frontier horse-soldiers are much valued as scouts and foragers. They also make excellent front-line troops, often using the hunting lance which they use to hunt big game on their native worlds. The lance is tipped with an explosive charge which blows apart on impact, smashing the target and shattering

armour and flesh alike. It is essentially a one-hit disposable weapon, but that hit is fully capable of taking out an armoured man.

Special Rules

The lance tip explodes on impact during the first round of hand-to-hand combat, thereafter the lance is useless and is discarded in favour of a pistol or

other suitable weapon. Each model fighting loses its lance after the combat round, even if the lancer fails to hit; in which case the lance is a 'dud' and fails to explode. If the lancers charge into combat they receive a +2 close combat modifier to the warrior's score. This bonus applies only during the first round of combat. If they are charged by enemy then this bonus does not apply.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Special
Close combat only				6	1	-2	+2 Close combat modifier in first round. See above



SWORDS AND OTHER HAND ARMS

In a violent galaxy it is a mark of caution and status to carry a sword or long dagger. Many civilians go about their daily business armed, and no-one considers it in the least unusual. Swords may be made from carbon-steel, but plastic is equally flexible and sharp, and can be coloured to reflect the owner's wealth, status or allegiance.

Special Rules

A model armed with a sword, a long knife, or any comparable hand-to-hand weapon (such as an axe) fights in hand-

to-hand combat using its own strength. Although a sword is hardly the most devastating of weapons in a universe in which such things are common, it is still worth having as it enables the player to avoid the -1 close combat penalty otherwise imposed for having

an improvised attack.

It is generally assumed that all troops in the game carry either a sword, dagger, or similar weapon. Only unarmed civilians or captives would be without.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Special
Close combat only				As user	1	—	Close combat - See above

THUNDER HAMMER & STORM SHIELD

This is a weapon used by Terminator Space Marines and is always used in conjunction with a storm shield. The thunder hammer is a large hammer with a power generator which energises only when the hammer strikes its target. This allows the weapon to store a tremendous amount of energy and release it only at the moment of impact, producing a terrific blast of energy and a sound like a crack of thunder. Were it not for his Terminator armour the Space Marine himself would probably be knocked over by the impact!

The storm shield is surrounded by a glowing blue field of energy which emits crackling lightning when the Space Marine parries a blow. The names of these two weapons are derived from the resulting awesome noise of thunder and lightning.

Special Rules

The thunder hammer has no strength value because this is not required. When the thunder hammer hits its target it will automatically cause damage (barring armour effects) — the normal damage roll against the target's toughness is ignored.

In the case of vehicles their armoured hull is automatically penetrated by the blow. The thunder hammer is always used in conjunction with the storm shield — a shield surrounded by a power field. A Terminator with a storm shield receives an extra armour saving throw of 5, 6 against shooting or hand-to-hand combat damage.

This saving throw ignores normal save modifiers - and therefore offers a save even against weapons with large negative modifiers such as lascannons and power weapons. As Terminators have a substantial armour save already, the storm shield save only comes into play if the Terminator armour doesn't save its wearer.



MARK GIBBONS

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Special
Close combat only					D6	-5	Close combat - See above

SPACE MARINE DEVASTATORS

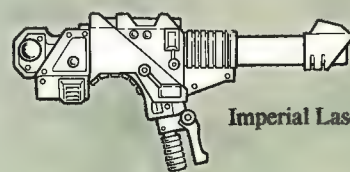


Space Marines designed by Jes Goodwin and Norman Swales.

The Space Marine Devastators box contains five new Space Marine models designed by sculptors Jes Goodwin and Norman Swales. Four Space Marines carry awesome heavy weapons: two have Heavy Bolters, ideal for laying down a withering curtain of fire; one is armed with a Lascannon, the ultimate tank buster of the 41st Millennium and the fourth has a Missile Launcher, a long ranged weapon which can fire either armour penetrating shells or explosives. The fifth Space Marine is a sergeant armed with a deadly power fist – an energised gauntlet that can tear apart armour and crush enemies in hand-to-hand combat.

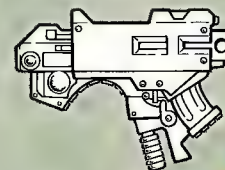
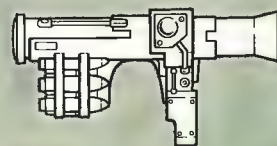
These Space Marines with heavy weapons make an excellent addition to a Devastator Squad or Tactical Space Marine Squad from any Space Marine Chapter. We've chosen to paint our Space Marines as the heavy-weapon element from an Ultramarines Devastator Squad.

All five of the Space Marines are supplied with separate metal weapons and plastic arms and shoulder pads, allowing you to assemble them in a variety of combinations and poses.



Imperial Lascannon

Missile Launcher



Heavy Bolter



Models supplied unpainted. Banners not supplied.

WARNING! This model contains lead and may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.

**GAMES
WORKSHOP**™

EMPIRE WAR WAGON



War Wagon designed by Norman Swales. Crew designed by Michael Perry

The Empire War Wagon is one of the many unusual war machines developed by the Imperial School of Engineers. The great battle tower crushes enemies under its iron-shod wheels, while the Engineers sheltered inside rain down fire on their foes with their new and deadly weapons. The complete model includes two armoured war horses, the battle tower, and six Imperial Engineers each armed with a different experimental weapon. Warhammer Fantasy Battle rules and profiles for the War Wagon, its crew, and all the new weapons are included on the box.

The Empire War Wagon is a Citadel Miniatures Expert Kit, and requires a degree of modelling skill. We do not recommend this kit for young or inexperienced modellers.



CITADEL
MINIATURES

Models supplied unpainted. Banners not supplied.

WARNING! This model contains lead and may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.

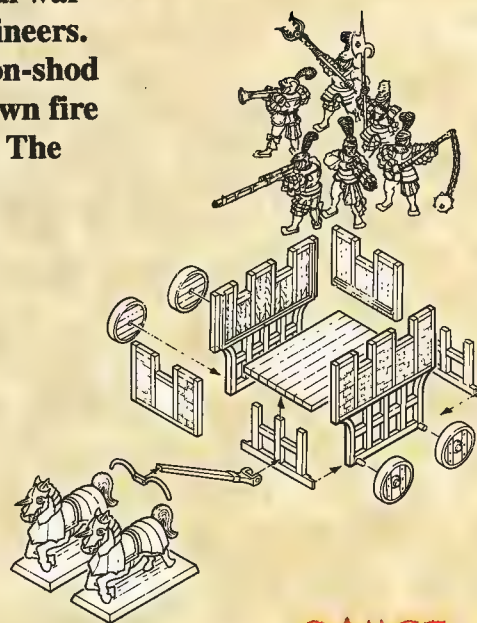


Diagram not to scale

GAMES
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FANTASY BATTLE

HALFLING HOT POT

One Hot Pot can be included in the Empire army for each Halfling regiment it contains. If the army includes several Halfling regiments it may therefore have several Hot Pots. Hot Pots must be set up within 12" of a Halfling regiment at the start of the game, within the usual set up areas. Once set up Hot Pots do not move, although they can be pivoted about to face any direction you choose.

A Hot Pot can fire as many times as you wish - having taken to the idea of using pots of boiling liquids as missiles the Halflings will provide additional pots and stew as required. However, it takes a while to prepare the Hot Pot for launch. A Hot Pot cannot fire two turns in a row, so it can only fire if it did not do so in the previous turn. The time taken to prepare for launch increases if crew are killed: add one turn's delay for each crewman slain.

Hot Pot shots are worked out in a manner similar to mortar shells. You will need the splat template, which is the same design as a mortar template - a circular template with a hole in the middle.

To begin with, nominate the distance you want to shoot - this can be up to 36". It is important that you guess this range and indicate the direction you are launching the Hot Pot in - you're not allowed to measure it! Once you have nominated a range place the template with the hole directly over the point you have guessed. This is your target point, and if you have made a good guess it will be right where you want it. If not, don't worry, because there's no guarantee that the cauldron will land smack on target anyway.

Roll a scatter dice (marked with hits and arrows). If the result is a 'HIT' the Hot Pot lands bang on target splattering boiling stew into the outer splat zone. The target suffers a single strength 5 hit as the cauldron smashes down on top of it. The target is allowed a saving throw but with a -2 penalty.

All the models in the outer splat zone, and the target if it survives, are covered in hot, viscous, and extremely spicy stew. This causes 1 strength 3 hit on each model affected, and models are allowed their normal saving throw.

Halfling Hot Pot stew is especially effective against the Orc and Goblin metabolism, as the strange spices react with the natural fungus in the Orcs' body. A similar effect occurs when a Troll is hit - the spicy stew seems to melt away their flesh in a surprising fashion. Consequently, when used against Orcs, Goblins and Snotlings add +1 to the strength of all hits and reduce all saving throws by -2. The stew automatically causes D6 hits on a Troll if the stew splatters on to one.

If the Hot Pot fails to hit its target then it has veered off course and could end up anywhere. The arrow shows the direction in which the Hot Pot lands. Roll 2D6 to determine the number of inches the Hot Pot veers off course. If you roll a double then the Hot Pot has gone even further off course: roll another D6 and add the score to your first roll. Place the template over the point where the Hot Pot lands and work out damage as described above.

The Hot Pot is not a very accurate weapon really, which is hardly surprising considering its culinary origins, and when aiming at short ranges it is possible for the Hot Pot to land behind or even on top of the Halflings if they are unlucky.



SPLAT TEMPLATE

Photocopy or cut out the template and glue it to stiff card. Cut out the centre with a sharp modelling knife or a pair of scissors so that you are left with a doughnut shape.

To fire the Cookpot, guess the range and place the template directly over the spot you have nominated then roll the scatter dice to determine whether the shot hits or misses its target.

HALFLING HOT POT

Gambo Hartstock took his iron ladle and stirred the contents of his bubbling cauldron thoughtfully. The two assistant cooks Flabagon Dil and Frito Flatfoot savoured the delicious spicy smell and exchanged knowing glances... This was going to be a meal to remember! It would in fact be the first hot meal the Halflings had tasted in three weeks, ever since they said farewell to their kinfolk in the Moot and marched away to join the Emperor's army.

Since then it had gone very badly for the small Halfling regiment. Half their supplies had been lost crossing the river including all the beer and tobacco. Continuous rain had made it impossible to keep a cook fire burning. The whole regiment had been cut to emergency rations of a mere three meals a day, and those cold and rain soaked, eaten in miserable silence.

Now, as the army camped for the night in the shadow of the Worlds Edge Mountains, Gambo Hartstock, Chief Cook, prepared a feast to restore the spirits of the famished Halflings. That morning he had bought a whole barrel of Gunpowder Pepper from one of the human victuallers. The barrel stood

beside the cauldron - a good measure of its fiery contents had already disappeared into the seething pot together with some peppermint herbs, firebalm, and certain other ingredients gathered by Gambo early that morning (a good cook has his secrets, and Gambo had more than most).

"Ah yes my lad," Gambo explained to Flabagon. "The Emperor he knows a fine hot pot when he smells it. But this here hot pot," he winked knowingly, "this is too rich for your humans, even for an Emperor."

Flabagon smiled weakly as his master fussed proudly over his stew. The delicious smell was twisting his simple mind into knots of ravening hunger. What was old Gambo on about? He was hungry. They were all hungry. Was it time to eat yet?

"Yup Flabby," Gambo continued proudly. "If one of those human soldiers were to get as much as a good whiff of this hot pot of mine, well like as not he'd be knocked clean off his feet, and should he, by some act of unforgiveable negligence on our part, actually eat some - well, I for one wouldn't like to be held responsible." Gambo ladled another heap of pepper



into the cauldron and added a couple of chillies and more garlic for good measure.

Suddenly a loud horn blast pieced the air, a thin strident note pregnant with urgency. Gambo was so taken aback he dropped his ladle, sending gobbets of fizzling stew flying everywhere. "What's this?" he gasped breathlessly. "It's not lunch time yet, is it?"

But it was already obvious that the horn blast had come from elsewhere entirely – not from the Halfling camp or even from the human regiments of the Empire army, but from the fierce goblin Wolf Riders who were hacking and biting at will as Halflings ran hither and thither in blind panic. Utterly absorbed with their cooking, none of the Halflings had noticed the Wolf Riders as they sprung from the mountain valley, neatly enveloping the camp and driving a wedge between them and the rest of the Emperor's army. It was an ambush. Worst of all it was an ambush before lunch.

"Those pitiless Goblin scum," sobbed Gambo as a Wolf Rider bound towards him brandishing a spear and grinning broadly in anticipation of an easy kill. Picking up a hefty cleaver he chopped the green skinned creature clean in half as easily as if it had been a stick of celery. Green blood spurted wildly into the air, much of it landing into the stew pot where it fizzed and crackled like little gun shots.

"Ruined!" bawled Gambo uncontrollably. "My hot pot - all the mint and garlic, half the pepper - all gone." He cleaved the head from another Goblin and reached into his apron for his bottle of Mootland Malt. It was empty. "Arggh!" he screamed as the horror of his predicament overwhelmed him. And then something snapped inside the little cook. His eyes glazed with grim courage uncharacteristic of his kind, his broad hands tightened their grip around the cleaver. "Flabagon... Frito," he said. "It's time for the ultimate sacrifice... fetch that rope and bring the rest of the pepper."

Within moments the bewildered assistant cooks had tied the ropes to the cauldron and suspended the boiling mass over a forked spit rest. It might have been the scene of slaughter that brought tears to Frito's eyes as Goblins and Wolves marauded through the camp slaying the fleeing Halflings like startled rabbits. But maybe it was all those onions.

"That's right my lads!" yelled Gambo waving his cleaver menacingly in the direction of another Wolf Rider. "Now pull that rope back as hard as you can." The Wolf Riders, who had learned that Gambo's cleaver was best avoided, were gathering ready to carry their assault into the Empire camp. Sure of his victory, the Goblin King himself was hurrying to lead the charge in his battle chariot. Fresh greenskins were already forming up for the attack, spear-wielding infantry and archers among them, and towards the rear two huge Trolls shambled slowly through a sea of frolicking Snotlings.

The assistant cooks heaved on the rope and the cook pot lurched slowly backwards. The wooden spit

stand began to bend and creak, the Halflings groaned and took the strain.

"Just another couple of feet," cried Gambo as he nimbly moved aside and poised his cleaver ready to chop through the tortured ropes. With a single stroke the rope parted. Flabagon and Frito fell backwards into a heap, and the cauldron catapulted forward right towards the Goblin King. Gambo began to jump up and down excitedly as he watched the projectile arc towards the massing foe. "Yeee... yahl!" he yelled. "Go for it my beauty, that's the way! The best hot pot ever and I hope it chokes you!"

The Goblin King, Grom the Paunch of Misty Mountain, infamous old Goblin Warlord and Lord of the Crag, was suddenly and unexpectedly struck by what could have been a big rock were it not for the sploshy red stuff that exploded from it, showering the goblin horde. Goblins screamed where the boiling stuff touched them. Their skin peeled away and shrivelled while tears of agony rolled from their little red eyes. Grom, having overcome his initial surprise, howled with pain and anger before he was overcome by the fumes. The wolves yelped uncontrollably, throwing their riders into the mess before scampering off back to the hills their tails tucked firmly between their legs.

A Troll stepped unwittingly into a steaming puddle and immediately began to dissolve. At that moment the Empire army, hastily drawing its ranks, thundered into battle, and the remaining horde was swept aside by charging Reiksguard Knights. The Empire had been saved.

The Emperor found Gambo Hartstock sobbing despondently into his apron, an empty bottle of Mootland Malt in one hand and a gore-splattered cleaver dangling limply from the other. Gesturing his captains aside he grasped the Halfling by the shoulder and gently shook him. "Master Cook!" he said, "I don't know what was in that flame pot of yours but it undoubtedly saved the day and many noble lives. Tell us the recipe and I'll have the Imperial Engineers build a weapon that will destroy the Goblin hordes forever."

Gambo looked up into the sturdy face of his ruler and his eyes suddenly cleared. "Sire!" he exclaimed, "I cannot tell you, it'd be a betrayal of every sacred vow in the cookbook."

The Emperor, to his credit, did not press the point, but presented Gambo with a bag of gold for his part in the battle and quietly departed. Over the years Gambo became quite famous, and found himself dragged from battle to battle and expected to launch his now famous Halfling hot pot into the enemy ranks. It never again had quite the effect it did on that day when Grom the Paunch of Misty Mountain was driven from the field, and, in truth, Gambo couldn't quite remember that recipe to his dying day. None-the-less the hot pot did much to boost the prestige of Halfling regiments and taught the Goblins a lesson it would be hard for them to forget.



AVERLAND GREATSWORD



OSTERMARK GREATSWORD



MIDDENHEIM
GREATSWORDS



ALTDORF VOLLEY GUN AND CREW



IMPERIAL HALFLING HOT POT CATAPULT



HOT POT CREW DETAIL



EMPIRE BATTLE WIZARD
OF THE GREY COLLEGE



EMPIRE BATTLE WIZARD
OF THE BRIGHT COLLEGE



EMPIRE BATTLE WIZARD
OF THE CELESTIAL COLLEGE

EMPIRE 'EAVY METAL

The new Greatswords have to be one of the most impressive releases in the Empire range. A unit of these miniatures look stunning on the tabletop and so deserve to be painted a little better than most rank and file troops. The Greatswords shown opposite have been painted to quite a high standard to show how you can really bring a model to life by adding just a little extra detail.



AVERLAND GREATSWORD: The main colours of Averland are yellow and black, and the clothing on this model has been quartered in these colours to display his allegiance and to enhance the contrast between them. The clothing was first of all given a base coat of Sunburst Yellow over a white undercoat. A tiny spot of Hobgoblin Orange was then added to the yellow to produce a rich golden yellow finish. When this had dried, it was highlighted by adding a little Skull White to the Sunburst Yellow and then slowly building up the highlights, by lightening up the colour to almost pure white. Once the yellow is all thoroughly dry, the black areas can be painted. You have to be quite careful when you do this as you don't want to get any black on the finished yellow, so use a fine brush and take your time.

The painting technique used on this miniature is the same for all the Greatswords and most models with 'slashed' clothing. First paint on the lightest colour that you are going to use, highlighting where appropriate, and then paint in the darker areas being as careful and neat as possible.

OSTERMARK GREATSWORD: The most notable feature of this model is the decoration on the breast-plate and on the blade of the Greatsword itself. Ultra-fine detail work of this sort takes a great deal of practice but once you have become proficient the results can be spectacular. The cherub on the breast-plate was copied from a book on classical painting and the decoration on the sword uses two motifs that are common throughout the Empire: the skull and laurel wreaths. Once the designs had been painted and left to dry, they were given a coat of gloss varnish to make them really shine.

MIDDENHEIM GREATSWORD: A decorating technique that is easy to achieve and every bit as attractive as the figurative painting is shown on the armour of this model. The detailed red scrollwork over black is in fact just a series of repeated 'S' shapes. The Ostermark Greatsword also shows this scrollwork, but in gold rather than black.

One very effective way in which these miniatures were brightened up was the use of contrasting colours on the feathers. These huge plumes are part of the extravagant character of these models and should be made to stand out.

EMPIRE BATTLE WIZARDS

The three new Empire Battle Wizards shown here perfectly capture the feel and character of their different colleges of magic, both in the way that they are painted and in the detail on the miniatures.

The **Bright Wizard** is perhaps the most visually stunning, with his shock of bright orange hair and the sharp, angular patterns on his clothing. These have been painted in bright red, orange and yellow, with black used as a contrast colour to make them stand out. The beard and hair were given a base colour of Hobgoblin Orange which was highlighted with Sunburst Yellow. When the highlights were dry, a thin wash of Orange Ink was applied to really brighten it up.

The clothing of the **Celestial Wizard** has been painted with Moody Blue and Chaos Black with Blood Red and Skull White trimmings. The comets on the wizard's headdress were picked out in Sunburst Yellow with a little Blood Red blended into the tails to give a fiery finish.

The **Grey Wizard's** clothes have been mainly painted in Space Wolf Grey highlighted with Skull White. This contrasts nicely with the Moody Blue hat and patterning and long grey beard to give the miniature an overall neutral feel. So the miniature doesn't end up looking too dull, the blue/grey colour scheme has been brightened up with delicate red and yellow trimming.

HALFLING HOT-POT CATAPULT

Halflings maintain a small body of warriors that fight alongside the larger Imperial Armies. More often than not one of the Halflings' principle tasks is to guard the baggage train, and to help them they have invented the ingenious Hot-pot Catapult. This is a large cooking pot that is loaded up with the Halfling chef's 'special recipe', boiled up and fired off in a giant catapult at any enemy foolish enough to come within range.

The Halflings themselves are dressed in the bright and colourfully patterned clothing that is typical of their race. Bright red, yellow, green and blue are common, as is the floral style of decoration. This was carefully added with a fine brush and Skull White paint. Simple designs in repeating patterns work the best, rather than being fussy and over complicated.

VOLLEY GUN AND CREW

These have been painted up in red and blue, the colours of Altdorf. Both the crew and the awesome volley gun itself have been painted in a halved colour scheme to visually tie them together. The multiple barrels and some of the other metalwork on the gun were given a base coat of Shining Gold, highlighted with Glistening Gold and Mithril Silver. This yellowy gold contrasts well with the red and the blue.

The master gunner has had a little more detail added to make him stand out from the other crew models. As well as the decorative border round his cloak, if you look very closely you can see that ranging diagrams have been painted on the board he is holding. This sort of attention to detail really brings character models to life and distinguishes them from the rank and file.



JOHN BLANCHE

It's been a year now since changes in the Games Workshop Studio have allowed me the freedom to produce artwork on a regular basis and readers will have seen the pencil illustrations accompanying articles in White Dwarf over the last few months.

These pages show you a taster of a few things to come as well as a glimpse of the rougher concept sketches I produce to help develop the model ranges for our miniature designers. The keener eyed among you will notice that the Empire Dwarf picture published in last month's issue of White Dwarf was reproduced back to front due to a technical error at the printers. We've printed another version here, the correct way round.

All this artistic stimulation revolving around our constant flow of new models still demands an outlet. I just love painting Citadel Miniatures, especially ones I've converted. The *Strike Force* Space Marines are the perfect basis for coherent units where every model can still be an individual. The examples shown on these pages are the start of a Chaos army and have been fairly heavily converted. These Chaos Space Marines are worshippers of Khorne and are organised in lots of eight as befits the War God. They are armed with an array of exotic customised weaponry culled from our miniature ranges, both Warhammer 40,000 and Warhammer Fantasy Battle. A Chaos Space Marine force can be enormously varied – and it's great fun mixing and matching parts to make really unusual models. I've mainly employed simple wash and dry brushing techniques, as well as a gloss varnish, something I prefer for gaming models to protect them.

There's lots of great new stuff coming out from our designers which I'm dying to get my hands on. I just hope that they won't mind my constantly cutting up their creations, but I just can't sit down to paint a miniature without changing it in some way.



ILLUMINATIONS

John's Chaos Space Marine Conversions



Special thanks to the staff of the White Dwarf Studio



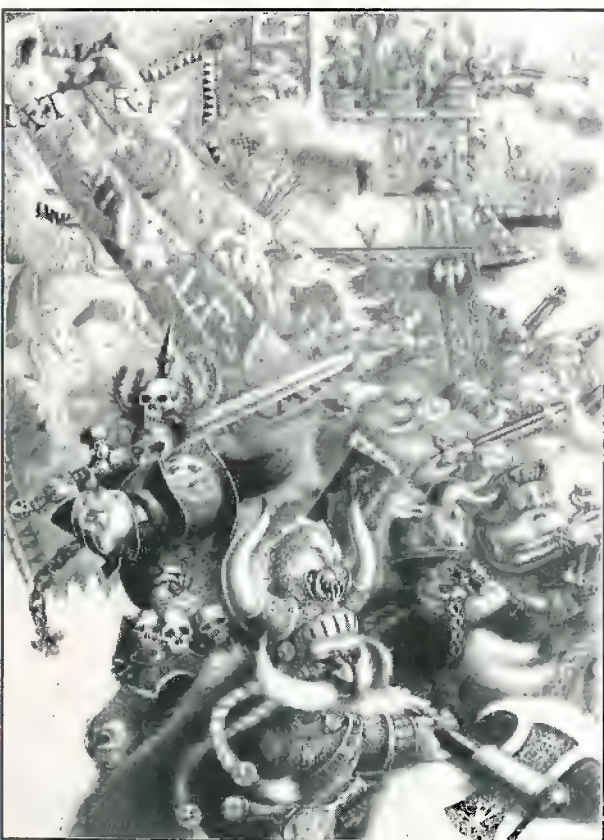
Dark Angels fighting the forces of Chaos



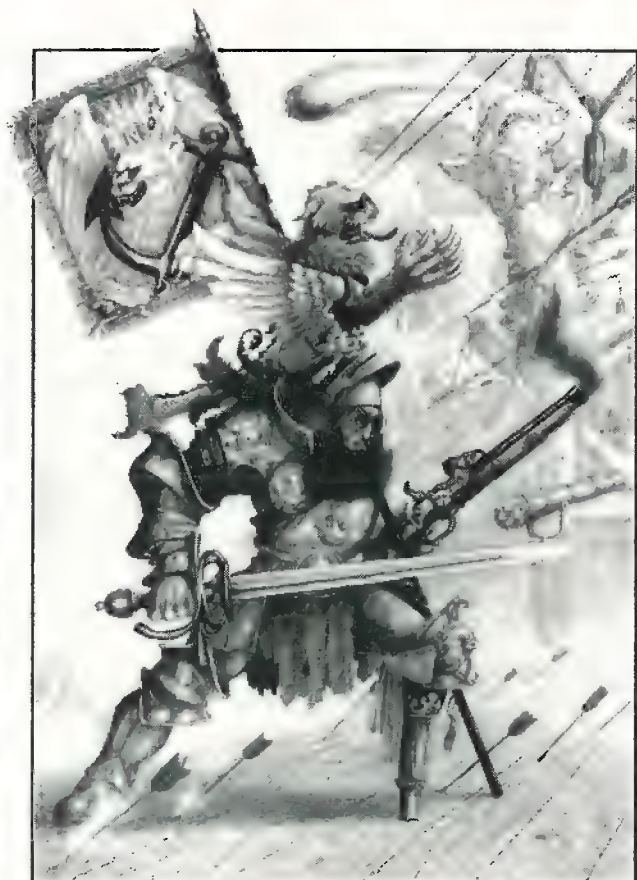
Ork Chieftain with axe



High Elves



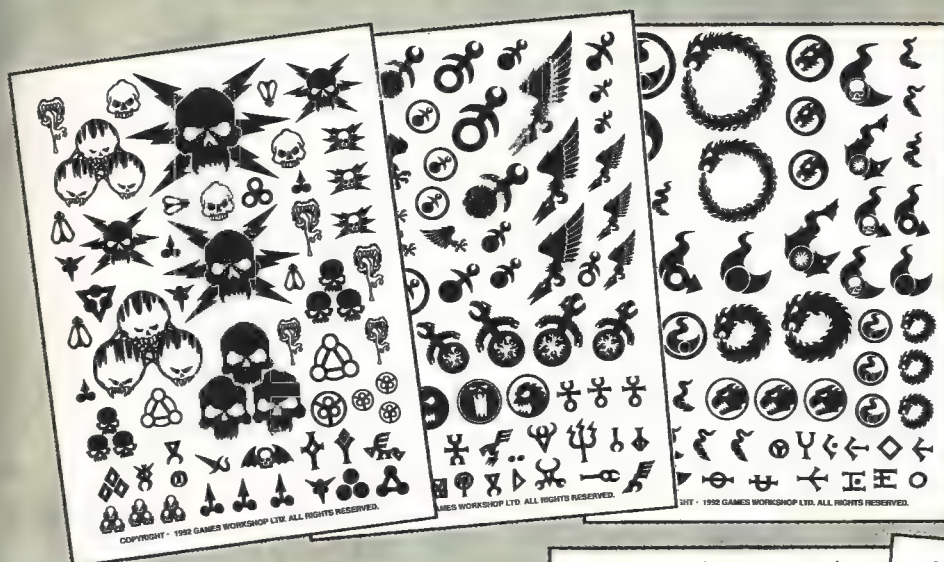
Imperial Dwarfs



Empire Ship Captain

CHAOS TRANSFERS

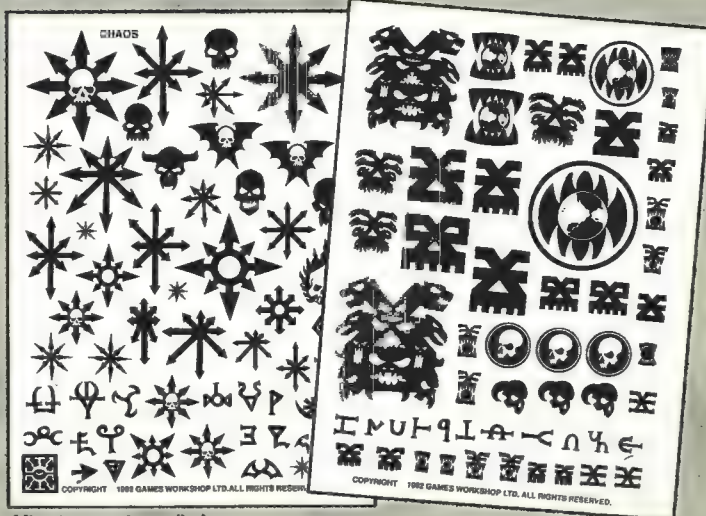
The Chaos Transfer Set contains 15 sheets of colour transfers suitable for Warhammer 40,000, Warhammer Fantasy Battle and Epic scale miniatures. There are five different sets of designs, one for each of the Chaos powers and a set of general Chaos symbols, each printed in three different colour combinations. The water-slide transfers are easy to apply, and are ideal for adding finishing touches to banners, shields, armour and vehicles.



The two photographs give examples of how you can use Chaos Transfers to enhance the look of your miniatures.

Above: Chaos Space Marine of the Emperor's Children Chapter. The custom back banner uses a large Slaanesh transfer as the centre of the design.

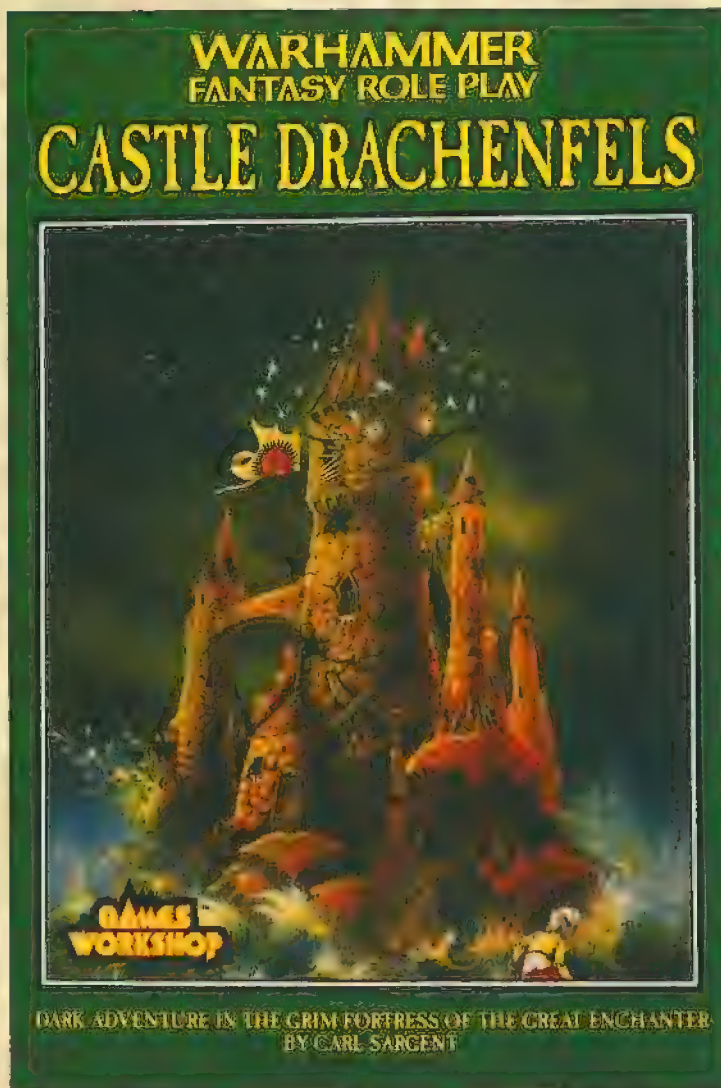
Below: Chaos Champion of Slaanesh. A Marauder shield, decorated with a variety of Slaanesh transfers has been added to this miniature.



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Miniatures not supplied.

WARHAMMER[®] FANTASY ROLE PLAY



Castle Drachenfels is an exciting new adventure for Warhammer Fantasy Roleplay. The book contains detailed notes on adventuring in the castle, a selection of adventure outlines and plots, new monsters, new spells and magic items, and a party of pregenerated characters.

Packed with dark and mysterious locations to explore and rich treasures to reap, Castle Drachenfels opens up a whole new world of adventure for players of Warhammer Fantasy Roleplay.

Drachenfels. Even now, years after his demise, the name of the Great Enchanter sends slivers of fear down the spines of mortal men. Tales of his foul deeds are whispered round guttering fires – the rack of Parravon, the Lepers' Pavanne, the Poison Feast... Drachenfels' past runs through the history of The Empire like a seam of crystallised evil.



Drachenfels is dead, but his castle endures. Hidden deep within the jagged peaks of the Grey Mountains, it resists the efforts of time and man to destroy it. And even though its master is gone, the chill stone walls of the castle still stir with dire menace.

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ADVANCED HEROQUEST

THE CHANGING FACES OF TZEENTCH

By Dominic Camus and Bill King

The Changing Faces is an adventure for starting characters in Advanced Heroquest. The players start out in pursuit of a renegade bandit, but tumble headlong into the clutches of a lethal Chaos cult who are in possession of some extremely powerful magical items.

The adventurers should have completed at least the Quest for the Shattered Amulet before embarking on this quest, or have one or two higher level characters in their party.

PLAYERS' INTRODUCTION

In the remote fastnesses of the Reikwald Forest dark things lurk. Beastmen, mutants, renegades who live outside the Emperor Karl-Franz' law and plot the downfall of humanity. The woods are also home to outlaws who prey on wandering travellers, on the merchants and pilgrims who must follow the trade routes between the teeming cities of the Empire. The outlaws are cruel men and hard, as they must be to dwell in a place that is home to monsters.

Cruellest of the cruel is the infamous bandit chief Herman Zorin. For nearly a year he slaughtered wayfarers on the Forest Road. The bounty on his head rose to a massive 750 gold pieces. Every bounty hunter who sought to collect it was found crucified on the trees at the Reikwald's edge, the skin of their faces flayed away to reveal the muscle beneath. Then suddenly Zorin vanished: no-one has heard any more of him or the surviving members of his band. Nor has anyone come forward to claim the reward.

For a month now you have followed a cold trail: you have listened to the hints of drunken road wardens who you think once took bribes from the notorious outlaw. You have consulted augurs and astromancers for hints of his whereabouts. All the clues you have been able to assemble have pointed you in the direction of the infamous Fortress of Veitch. Here you think Zorin has made his lair. Certainly the place has an evil enough reputation to discourage any but the most stalwart.

It was here that the great Imperial Hero Alaric Von Loth went missing along with his mighty battleblade, the legendary White Reaver. Loth's fellow witch hunters have sought to recover this priceless artefact but none have returned from these haunted ruins.

Now you stand outside the fortress: a tumbled down pile of moss-encrusted stone over which carrion birds hover and caw. You have scoured the rubble and found no other signs of life. Now you are sweaty from the work of levering up a huge stone slab. A peculiar dank stench assaults your nostrils. You can see a flight of cold stone stairs leading down into darkness. This is your last chance to turn back...

GAMESMASTER'S BACKGROUND

Unknown to the players Herman Zorin is actually the last surviving master of the Bloody Mask cult of the Chaos Power Tzeentch. This is an order sworn to overturn the rule of humanity and bring red madness to the world. The Fortress of Veitch had long been the base of this cult. Alaric Von Loth discovered this and came here to destroy the cult's masters. He succeeded in penetrating the keep and killed most of the masters in an epic battle, taking a mortal wound in the process.

The survivors of the cult summoned Herman Zorin who had been away spreading Chaos at the time of Von Loth's arrival. Zorin used the power of the masks to resurrect the Witch hunter as a slave to darkness. He

has also improved the keep's defences. Swearing that he would not be taken unawares as the other masters were, he has installed a network of traps. Now he plans to revive the cult under his own ruthless leadership and once more bring terror to the surrounding land. Unfortunately the source of the cult's power, the diabolic artefacts called the Changing Faces of Tzeentch, are still in his keeping. Unless he is stopped now terrible things will happen.

THE PLOT OF THE ADVENTURE

The players should assume that they are on a quest to capture or kill Herman Zorin. Only as they proceed through the first dungeon should it begin to dawn on them what they have actually stumbled into. The adventurers do not realise it but in fact their objective in the first dungeon is simply to recover Alaric Von Loth's journal which reveals the existence and means of entry to the other two dungeons. The third dungeon is magically sealed, and can only be opened by using the magical key located in the Quest Room of the second dungeon.

Once they have recovered the key, the heroes should lick their wounds before proceeding to the third dungeon and the inner sanctum of Tzeentch where they must face the Chaos Lord and the undead form of Alaric.

CHAOS CHARACTERS


There are six chaos characters who move around the dungeons. In addition to this, some chaos characters are present in the quest locations and in certain other areas of the dungeons. All the characters are available for use from the start but once killed they may not return. Also, note that it is better to save characters for later if possible since they cannot escape in the fortress (see below).

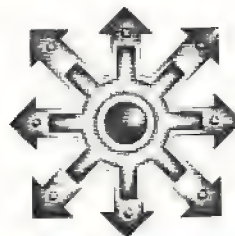
TRAP NETWORK

Herman Zorin has used his expertise in constructing traps to riddle the fortress with dangerous devices. Treat all ESCAPE dungeon counters as TRAP counters instead. This only applies to the first dungeon.

PROFILES

Chaos Thugs, Chaos Warriors, Chaos Champions and the Chaos Lord are all listed in the Advanced Heroquest Monster Reference Tables.

CHAOS THUG SENTRY	<table><tr><td>WS</td><td>BS</td><td>S</td><td>T</td><td>Sp</td><td>Br</td><td>Int</td><td>W</td><td>PV</td></tr><tr><td>7</td><td>6</td><td>5</td><td>6</td><td>8</td><td>8</td><td>6</td><td>3</td><td>2</td></tr></table>											WS	BS	S	T	Sp	Br	Int	W	PV	7	6	5	6	8	8	6	3	2
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	RANGED COMBAT																												
	Range	1-3	14-12	13-24	25-36	37+	Max	Dam																					
	Hit	-	-	-	-	-	-	-	-	-	-	-	-	-															
	EQUIPMENT/NOTES																												
	Shield, sword.																												



	ALARIC VON LOTH UNDEAD CHAMPION		<table><tr><th>WS</th><th>BS</th><th>S</th><th>T</th><th>Sp</th><th>Br</th><th>Int</th><th>W</th><th>PV</th></tr><tr><td>8</td><td>1</td><td>6</td><td>8</td><td>6</td><td>10</td><td>3</td><td>4</td><td>6</td></tr></table>										WS	BS	S	T	Sp	Br	Int	W	PV	8	1	6	8	6	10	3	4	6									
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Hit	2	2	2	3	4	5	6	7	8	9	10	10	5																										
		RANGED COMBAT																																					
		<table><tr><th>Range</th><td>1-3</td><td>14-12</td><td>13-24</td><td>25-36</td><td>37+</td><td>Max</td><td>Dam</td></tr><tr><th>Hit</th><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr></table>										Range	1-3	14-12	13-24	25-36	37+	Max	Dam	Hit	-	-	-	-	-	-	-												
Range	1-3	14-12	13-24	25-36	37+	Max	Dam																																
Hit	-	-	-	-	-	-	-																																
		EQUIPMENT/NOTES																																					
		Shield, Magical sword.(White Reaver) 5 damage dice, No fumbles, 1 free attack each round, Fearsome monster.																																					

HERMAN ZORIN (Follower of Tzeentch)	<table><tr><td>WS</td><td>BS</td><td>S</td><td>T</td><td>Sp</td><td>Br</td><td>Int</td><td>W</td><td>PV</td></tr><tr><td>9</td><td>7</td><td>7</td><td>8</td><td>6</td><td>9</td><td>8</td><td>5</td><td>8</td></tr></table>										WS	BS	S	T	Sp	Br	Int	W	PV	9	7	7	8	6	9	8	5	8
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9	7	7	8	6	9	8	5	8																				
	HAND-TO-HAND COMBAT																											
	WS	1	2	3	4	5	6	7	8	9	10	11	12	Dam														
	Hit	2	2	2	2	3	4	5	6	7	8	9	10	5+3														
	RANGED COMBAT																											
	Range	1-3	14-12	13-24	25-36	37+	Max	Dam																				
	Hit	5	6	7	8	9	48	4																				
	EQUIPMENT/NOTES																											
	Sword, Dagger, Crossbow w/ 12 bolts. Magical Crescent Ring (Opponents -1 to hit), Chainmail.																											

CHAOS LORD OF TZEENTCH

WS	BS	S	T	Sp	Br	Int	W	PV
12	3	6	10	6	10	8	5	12

HAND-TO-HAND COMBAT

WS	1	2	3	4	5	6	7	8	9	10	11	12	Dam
Hit	2	2	2	2	2	2	2	3	4	5	6	7	4+4

RANGED COMBAT


Range	1-3	14-12	13-24	25-36	37+	Max	Dam
Hit	-	-	-	-	-	-	-


EQUIPMENT/NOTES

Plate Armour, Two Axes, Mask of Tzeentch

MONSTER MATRICES

 A minifigure of a bandit wearing a hood and chainmail, holding a large double-handed sword.	GRUGNAR FACEBREAKER (Human Bandit)																																										
	<table><tr><th>WS</th><th>BS</th><th>S</th><th>T</th><th>Sp</th><th>Br</th><th>Int</th><th>W</th><th>PV</th></tr><tr><td>6</td><td>5</td><td>8</td><td>9</td><td>4</td><td>8</td><td>5</td><td>5</td><td>6</td></tr></table>		WS	BS	S	T	Sp	Br	Int	W	PV	6	5	8	9	4	8	5	5	6																							
	WS	BS	S	T	Sp	Br	Int	W	PV																																		
6	5	8	9	4	8	5	5	6																																			
<table><tr><th colspan="14">HAND-TO-HAND COMBAT</th></tr><tr><th>WS</th><th>1</th><th>2</th><th>3</th><th>4</th><th>5</th><th>6</th><th>7</th><th>8</th><th>9</th><th>10</th><th>11</th><th>12</th><th>Dam</th></tr><tr><td>Hit</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>10</td><td>10</td><td>10</td><td>7</td></tr></table>		HAND-TO-HAND COMBAT														WS	1	2	3	4	5	6	7	8	9	10	11	12	Dam	Hit	2	3	4	5	6	7	8	9	10	10	10	10	7
HAND-TO-HAND COMBAT																																											
WS	1	2	3	4	5	6	7	8	9	10	11	12	Dam																														
Hit	2	3	4	5	6	7	8	9	10	10	10	10	7																														
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Hit	-	-	-	-	-	-	-																																				
<table><tr><th colspan="14">EQUIPMENT/NOTES</th></tr><tr><td colspan="14">Double-handed Sword, Chainmail.</td></tr></table>		EQUIPMENT/NOTES														Double-handed Sword, Chainmail.																											
EQUIPMENT/NOTES																																											
Double-handed Sword, Chainmail.																																											

ONE-EYED YADREY (Human Bandit)	WS	BS	S	T	Sp	Br	Int	W	PV					
	8	2	6	10	5	7	7	4	5					
	HAND-TO-HAND COMBAT													
	WS	1	2	3	4	5	6	7	8	9	10	11	12	Dam
	Hit	2	2	2	3	4	5	6	7	8	9	10	10	4
	RANGED COMBAT													
	Range	1-3	14-12	13-24	25-36	37+	Max	Dam						
	Hit	-	-	-	-	-	-	-	-	-	-	-	-	-
	EQUIPMENT/NOTES													
	Sword, Platemail, Shield.													

EDRIN THE SHIFTY (Human Bandit)	WS BS S T Sp Br Int W PV												
	7	9	6	5	9	8	9	3	4				
	HAND-TO-HAND COMBAT												
	WS 1	2	3	4	5	6	7	8	9	10	11	12	Dam
	Hit 2	2	3	4	5	6	7	8	9	10	10	10	5+3
	RANGED COMBAT												
	Range 1-3	14-12	13-24	25-36	37+	Max	Dam						
	Hit 3	-	-	-	-	-	3	2*					
	EQUIPMENT/NOTES												
	Axe, 6 Poisoned Throwing Knives (cause disease as well as normal damage. See AHQ p40).												

CHAOS CHAMPION

WS	BS	S	T	Sp	Br	Int	W	PV
10	4	6	10	6	10	8	4	8

HAND-TO-HAND COMBAT

WS	1	2	3	4	5	6	7	8	9	10	11	12	Dam
Hit	2	2	2	2	2	3	4	5	6	7	8	9	5

RANGED COMBAT

Range	1-3	14-12	13-24	25-36	37+	Max	Dam
Hit	-	-	-	-	-	-	-

EQUIPMENT/NOTES

Sword, Platemail, Shield, Double-handed axe. Fumbles on a 1 or 2
Critical on 11 or 12

WANDERING MONSTERS MATRIX

D12	Wandering Monsters	Treasure
1-2	1 Chaos Thug Sentry	20gc
3-4	2 Chaos Thugs	15gc
5-6	1 Chaos Thug and 1 Sentry	30gc
7-8	3 Chaos Thugs	25gc
9	2 Chaos Thugs and 1 Sentry	40gc
10	4 Chaos Thugs	35gc
11	3 Chaos Thugs and 1 Sentry	50gc
12	1 Chaos Warrior and 2 Thugs	60gc

LAIRS MATRIX

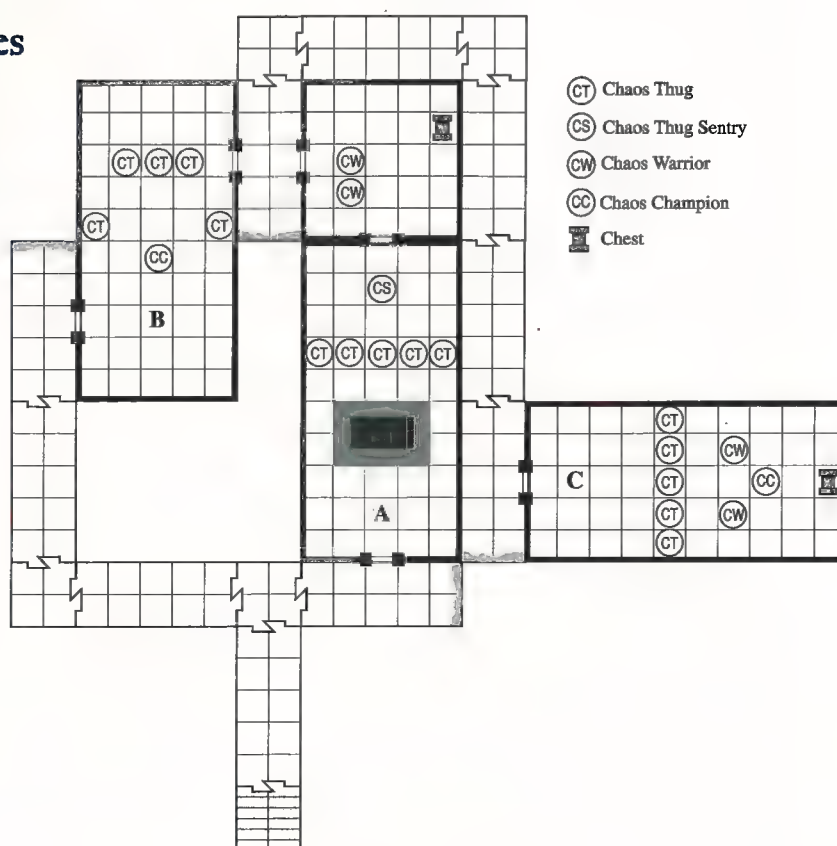
D12	Occupants	Treasure
1	2 Chaos Thugs and 1 Sentry	40gc
2	4 Chaos Thugs	35gc
3	1 Chaos Warrior and 1 Thug	60gc
4	3 Chaos Thugs and 1 Sentry	50gc
5	1 Chaos Warrior and 1 Sentry	70gc
6	1 Chaos Warrior and 2 Thugs	60gc
7	4 Chaos Thugs and 1 Sentry	60gc
8	6 Chaos Thugs	50gc
9	1 Chaos Warrior, 2 Thugs and 1 Sentry	90gc
10	6 Chaos Thugs and 1 Sentry	80gc
11	8 Chaos Thugs	70gc
12	1 Chaos Warrior and 6 Thugs	100gc

QUEST ROOMS MATRIX

D12	Occupants	Treasure
1	4 Chaos Thugs, 1 Warrior and 1 Sentry	110gc
2	6 Chaos Thugs and 1 Warrior	100gc
3	10 Chaos Thugs	90gc
4	1 Chaos Champion and 4 Thugs	125gc
5	2 Chaos Warriors, 2 Thugs and 1 Sentry	130gc
6	1 Chaos Warrior, 6 Thugs and 1 Sentry	130gc
7	10 Chaos Warriors and 1 Sentry	130gc
8	1 Chaos Champion, 1 Warrior and 2 Thugs	155gc
9	3 Chaos Warriors and 1 Sentry	150gc
10	1 Chaos Warrior, 8 Thugs and 1 Sentry	150gc
11	12 Chaos Thugs and 1 Sentry	140gc
12	1 Chaos Champion, 1 Warrior and 4 Thugs	175gc

THE DUNGEONS

The Changing Faces Dungeon 1 Quest Location



THE FIRST DUNGEON

In this dungeon, the objective for the players' – although they don't know it – is to find Alaric's journal. This can be found on any level other than the first. If a quest room is generated on the first level then the treasure chest will also contain the key needed to obtain the log book.

If a quest room is generated on any other level it contains a stairway leading to the fortress' quest location where the journal can be found in a metal chest. The adventurers must have the key in order to open it. Note that level one quest rooms generated do not contain stairs down, these must be rolled as a passage feature. The First Dungeon also contains Herman Zorin's trap network (see above).

When the players have recovered the journal you should let them read a copy of the parchment on the opposite page.

ROOM A

As the players enter, read the following. "The door opens into a wide hall. The torches cast an eerie blue tinted light, revealing a large open pit in the middle of the floor. Beyond the pit, a group of Chaos Thugs stand waiting. Masks of human skin cover their faces."

Any character who ends a turn adjacent to the pit, including diagonally, will be attacked by a tentacle. They must roll equal to or under their Speed score on one dice to evade it. If they fail, it grabs them. During their next turn they may attempt to attack the tentacle.

Tentacles each have WS 8 and T 8. If a tentacle is wounded it will drop its victim, otherwise they will be dragged into the pit and must spend a fate point to avoid death.

A piece of black card can be used to represent the pit. The pit beast will only attack characters and their henchmen. The Thugs have a total of 50gcs between them and the chest in the small adjacent room contains another 250gcs but has a guillotine trap set on it.

ROOM B

The roof of this room, though the heroes will not notice, is covered in small holes. If at any time a hero or henchman spends an entire combat turn without moving, a small poisoned dart will be dropped onto them from the holes above. If this occurs, roll 2 damage dice and if either causes a wound the hero must spend a fate point or he will die three turns later in horrible pain.

The heroes should not be told the fact that staying still makes them a target – let them work it out for themselves. There is a total of 130gcs here.

ROOM C

At the far end of this chamber stands the metal chest the heroes are searching for. However the Chaos Champion in here wears one of the magical 'Changing Faces'. The mask is an ugly red face with a gaping maw. It allows the Champion to breathe fire once per combat turn as if casting a *Flames of Death* spell. The Champion may not do this if he is adjacent to a hero or henchman, even diagonally.

After the battle the heroes can recover Alaric's journal from the chest. It also contains four diamonds worth 80gcs each.

THE SECOND DUNGEON

After finding the journal, the adventurers return to the Imperial outpost to plan their next expedition. Reading the book will reveal the existence of the two further caverns and that Alaric intended to search each one in turn. He'd also discovered that a magical key, hidden in the second dungeon, could be used to enter the temple. The journal also mentions that Alaric had discovered something terrible to do with the masks. The second dungeon has three levels, the third of which is the quest location.

4th Sigmarzeit 2502

My searches have revealed the existence of two further caverns. The one I am sure is the location of the T but it is impossible to enter without the key and this I fear is hidden some deep in the second catacomb.

7th Sigmarzeit 2502

I now know of the horror that befell other seekers. By Sigmar's fiery hear will avenge this evil. The masks must be destroyed before this plague of corruption scourges our land.

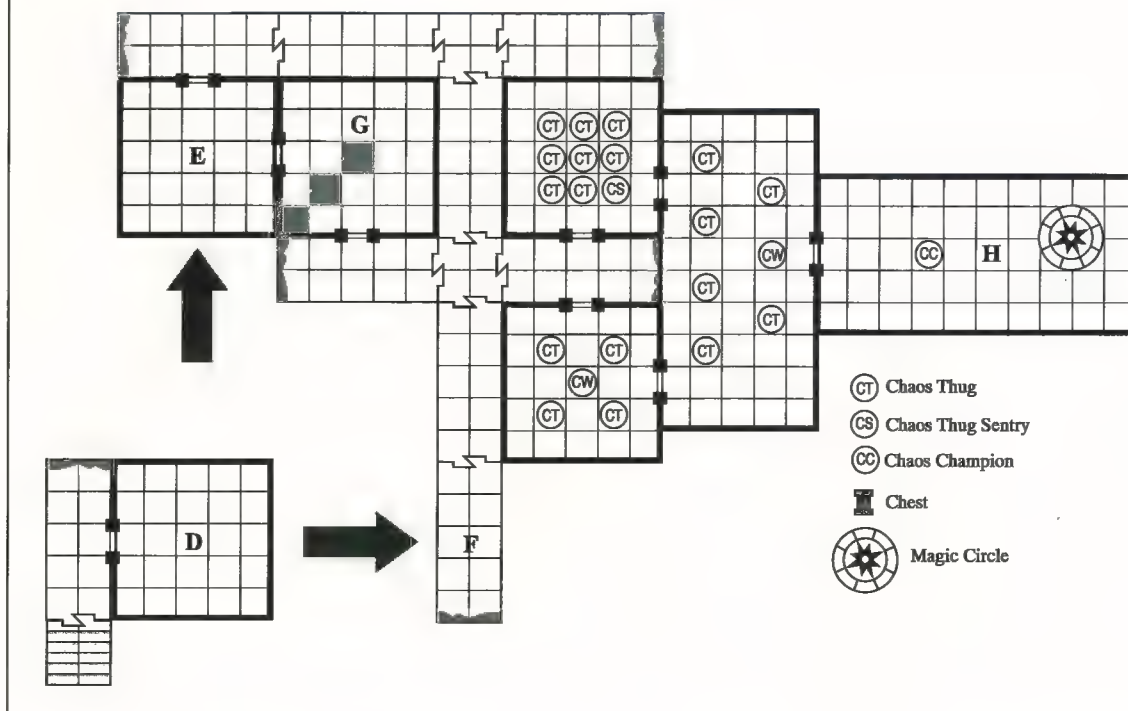
8th Sigmarzeit 2502

My companions have all fled but I must press on alone. My purification is complete and my heart is strong. Sigmar preserve me...

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The Changing Faces - Dungeon 2 Quest Location



ROOM D

The small room with the green and yellow checked floor should be used here. Any character ending an exploration turn on a green square will be magically transported to room E, while any character moving onto a yellow square will be transported to corridor F.

The players should be initially unaware of the positional relationship between corridor F and room E. Since the heroes will probably have been split up this means they will have to try to rejoin each other. If during the course of this, one of the groups gets into combat, the other must remain inactive until the combat is over.

ROOM E

The Leader may position any transported heroes and henchmen anywhere in the room. The transportation is only one way and the heroes will have to discover a different route out of the dungeon.

ROOM F

As per E above.

ROOM G

This small room is unusually shadowy. If the heroes move into one of the marked squares while they are in the room and then leave through the south door, an

unusual magical effect takes place. Unknown to them the heroes then re-enter room E through the north door. The GM should set it up as a new room and try to make the players believe it is different. If they then go east of course they will find themselves in 'another' room G. This magical recursion could go on forever but after a while the heroes will probably smell a rat and try backtracking, at which point they will end up north of room E!

ROOM H

This hall is the temple of the Bloody Mask sect. There is a magic circle inscribed on the floor at the far end. The Chaos Champion here wears the second of the Changing Faces. This mask resembles a skull with a single eye. If the Champion is killed his body will vanish but after one complete combat turn he will reappear at full strength on the square of his death, or an adjacent one if it is occupied.

The only chance for the heroes is if one of them stands in the magic circle. If this happens, the Champion immediately dies all the deaths he avoided by means of the mask. Only the mask remains, along with the magical key the heroes were looking for. If the heroes search for hidden treasure they will find 600 gcs beneath a secret floor panel.

THE THIRD DUNGEON

Once the heroes have the key in their possession, the entire east wall of the temple begins to pulsate with a blood red light. A large black metal gate materializes in the middle of the wall, through which the players will be able to see a flight of stairs that lead down from the gate into the dungeons below. If they want to, you should allow the players leave the complex in order to rest and recuperate before tackling the final encounter. The Third Dungeon again has three levels, the third being the quest location. Results of 'stairs out' on the Passage End Table should be ignored. The only way out is to backtrack to the entrance. The first quest room generated on the first or second levels will be the Lair of Zorin and his three remaining bandit followers.

ROOM I

This room is filled with a perpetual storm of blue lightning. It is not harmful to most heroes but any wizard entering the room will be blasted back out of the entrance and suffer 2 damage dice of injury. This trap only works once.

ROOM J

This room is the sacrifice chamber used by the cult. Numerous prisoners hang on the walls, unfortunately all dead. The leader of the Bloody Mask sect, a Chaos Lord, stands guard here. The GM should play him as if he is the final threat. He wears the last of the Changing Faces. This mask vaguely resembles an eagle's head but with blue feathers. It automatically makes the wearer a *Fearsome Monster* (see AHQ p40). This room contains 400 gcs and the results of four rolls on the Treasure Chests Table.

ROOM K

This room contains the shrine of Tzeentch. The two chests each contain the results of four rolls on the Treasure Chests Table. However, after the first hero enters the room the undead form of Alaric Von Loth will magically appear and attack them. He is being controlled by the power of Tzeentch in the shrine and will show no mercy.

Alaric counts as an Undead Champion (see the AHQ reference sheet) but due to the strength of the spell binding him he is immune to all harm for the first four turns. The players should not be told this fact though and damage markers should be placed as if Alaric was suffering wounds. In addition to this, he wields his greatsword White Reaver. His damage dice are therefore five not four. White Reaver's magical power means that it never fumbles and allows an automatic free attack every round.

THE BANDITS' LAIR

Herman Zorin and his bandits are available as characters throughout the adventure and are best used in this way. However, those of them that are still alive by

the time the Heroes reach the Bandits' Lair will set up an ambush. When the door is opened to the quest room the GM should place the remaining bandits on the board. The first bandit must be placed in the room, the second is placed as a wandering monster behind the party, the third in the room etc. If any of the bandits escape this encounter, they will attack again as the heroes leave the dungeon. They may automatically be placed as if the GM had the required number of character counters as soon as the heroes return to the level with the lair on it.

THE CHANGING FACES

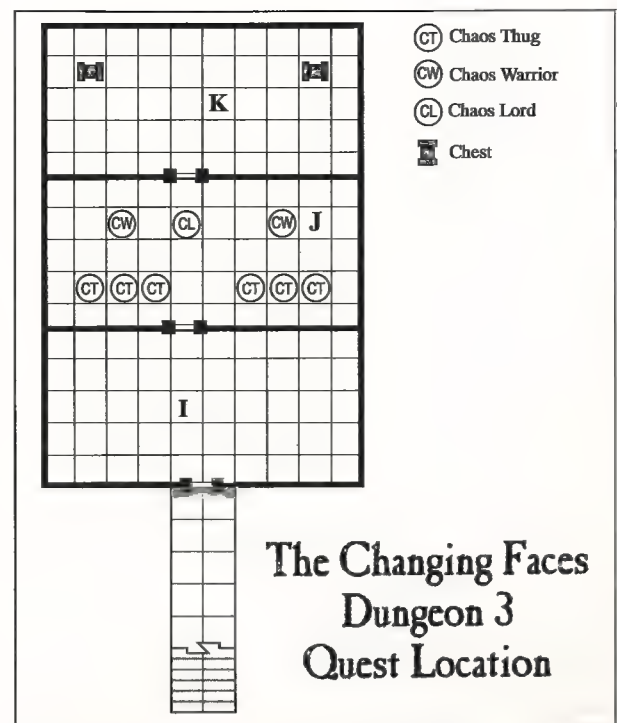
The Changing Faces are chaotic items forged by Tzeentch. Any hero foolish enough to try one on must spend a fate point to avoid a horrible death. The GM should, however, hint that this might be unwise. The heroes may leave the Faces in the castles or may take them and destroy them later.

THE END OF THE QUEST

The players should be awarded fate points as follows

TOTAL NUMBER OF EXPEDITIONS	3-5	4-6	7-8	9+
Herman Zorin killed	1FP	1FP	-	-
White Reaver recovered	1FP	1FP	1FP	-
Changing Faces destroyed	2FP	1FP	1FP	1FP

And as promised, the Imperial treasury will pay 750 gcs for Herman Zorin's death if they are presented with his head.



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GAMES WORKSHOP™

The Games Workshop Chaos Roadshow has now been on the road for two months bringing madness, mayhem and anarchy to innocent, unsuspecting Games Workshop stores. The response to the Roadshows has been really great with loads of gamers turning up and bringing along their models and armies to join in the fun.



Jay Tanner gives his expert advice on painting Citadel miniatures.



Chris Bone (left) and Wayne England (above) act as Master of Ceremonies.



Rick Priestley oversees the action in a game of Warhammer Fantasy Battle.



Gamers crowd in for the special Chaos Roadshow bargain buys.

Manchester on the 28th March, featured a brilliant **Space Hulk** game run by **Andy Jones** on our special three-dimensional Space Hulk board. The Marine players had to break into the hulk and disable a power field generator but with the exception of a heroic squad of Blood Angels were wiped out to a man by the savage hordes of Genestealers.

Manchester was also notable for the incredible level of knowledge demonstrated in the Games Workshop quiz. By the end of the day, **Wayne England** and **Chris Bone** were left trying to think up ever more obscure questions, but the Manchester gamers answered every one. Also at Manchester, **Michael and Alan Perry's** Empire army went down yet again, this time to a force of Dark Elves and Chaos Allies. Following their recent defeat at the hands of Mike McVey's Wood Elves and Wayne England's Dwarf army reported in White Dwarf 148, Michael and Alan have been having trouble showing their faces around the Studio lately!

At **Dudley** on the 4th April, Rick Priestley ran a memorable **Warhammer Fantasy Battle** game between a Bretonnian/Dwarf Alliance and a horde of rampaging Orcs. Spurred on by the "Waaagh!" battle cries of their camp

followers, the victorious Orcs took the field, both by out-fighting and out-shouting the Bretonnians.

The live 'Eavy Metals have been a special feature of the Roadshows and many of you have been bringing painted miniatures along for some expert advice. All the Games Workshop miniature painters have been knocked out by the high quality of painting and modelling they've seen at the shows and have enjoyed swapping tips and techniques. So far the **Luton** store has had the overall best standard, but all over the country we've been impressed by the skill and attention to detail.

On a final note, the **Chaos Roadshow Anarchy Award** must go to the **Edinburgh** staff and customers. They were completely bonkers! According to our man **Dave Gallagher**, people were yelling and leaping about so much the shop floor began to bounce up and down causing the gaming tables to shake!

All of the Roadshows have been great fun, so don't miss the chance to meet the Games Workshop staff when they come to your store.



CHAOS ROADSHOW!



The Chaos Roadshow hit-list for May and June can now be revealed as: Oxford, London - Croydon, Middlesbrough and Brighton. On the anniversary of each store's opening, the Roadshow will be crashing into town for a massive birthday binge. They'll be Warhammer participation games, special offers, live 'Eavy Metal painting demo's, Modelling Workshop's, competitions and special Chaos Roadshow T-shirts!

We never know exactly where or when the Roadshow will be turning up next, so watch out for news in White Dwarf and your local Games Workshop store. Come along and join in the fun and if you bring along your best army banner you could win a prize.



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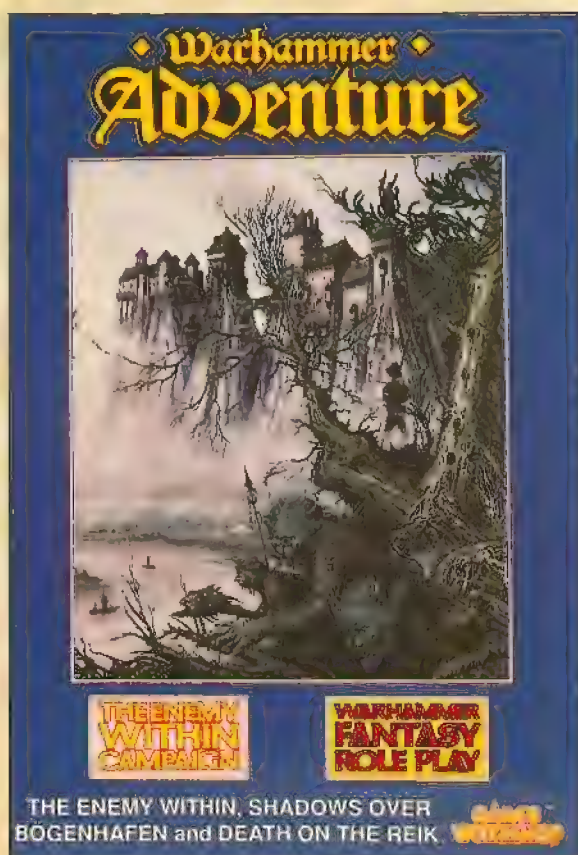


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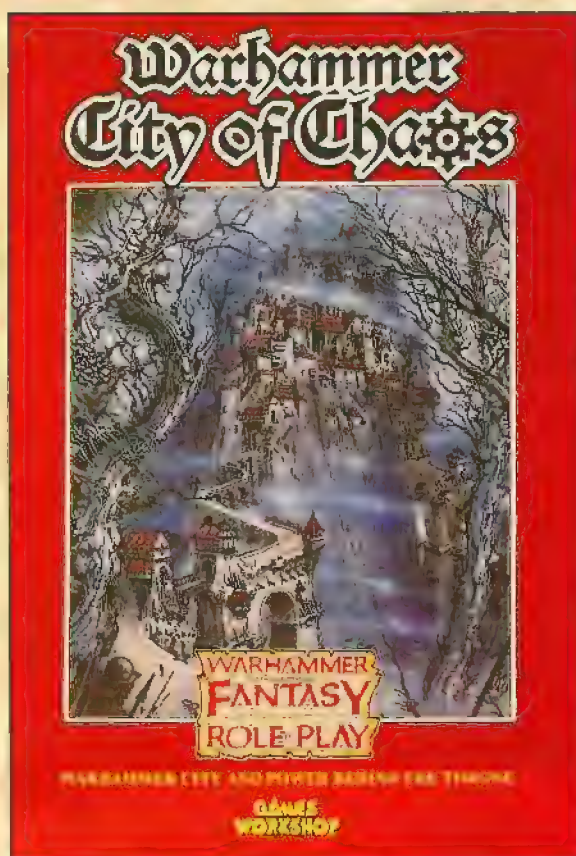
The book contains three complete roleplaying adventures with player handouts and maps, detailed background on The Empire, a 20-page supplement on river travel, and two large, full colour maps.

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SPACE MARINE™

EPIC ORK VEHICLES

BY ANDY CHAMBERS

Our last feature on epic Orks proved so popular that we have decided to preview some more new vehicles and weapons from the forthcoming Space Marine supplement *Warlords*.

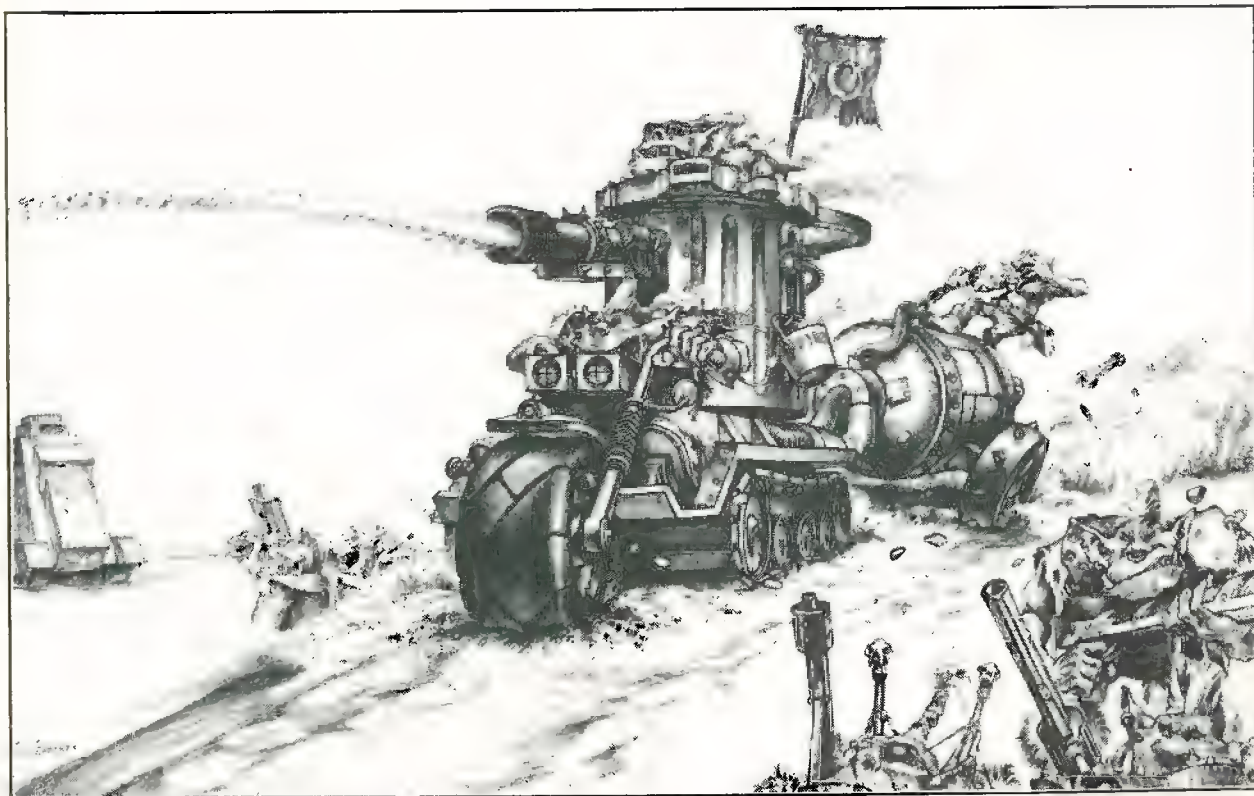
The Orks' ingenious new inventions include the Pulsa Rokkit, used to destroy enemy infantry and tank formations, the Squig Katapult, and the mighty Snakebite Squiggoth – a squig so huge that it is mounted with guns and ridden into war.

SCORCHER

The Scorcher is a heavily modified wartrack with an armoured turret and a fuel tank on a trailer. It takes its name from the scorcher fire thrower with which it is armed. The scorcher is a dangerous weapon which runs off the unstable compound that Orks use for fuel. The fuel is pumped from the trailer through the turret and out

of a broad nozzle. A burner ignites the fuel as it passes through the nozzle and produces a sheet of flame. The burning fuel washes over and through cover, lapping through windows and doors or setting vegetation alight so that the cover provides no protection, making the scorcher particularly good against infantry.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Scorcher	30cm	6+	+1	Scorchers	15cm	1	4+	0	Ignores to hit modifiers for cover



Snakebite Squiggoth

The Snakebite clan are the most wild and primitive of the Ork clans, with many Runtherdz and Painboyz but only a few Mekboyz. When the Waa-Ork takes a grip on the Snakebites the Mekboyz are all too busy making Gargants to build many battle fortresses and big tanks so the Runtherdz and Painboyz get together and start breeding really huge, mammoth-sized squiggos called Squiggoths.



MARK GIBBONS

Squiggoths don't normally grow much bigger than a bull, but with the right fungus nutrients and tender loving care they can reach house-sized or even bigger! The Runtherdz's Gretchin and Snotlings are sent scurrying out to scavenge whatever metal they can find and they build huge, ramshackle towers which are mounted on the Squiggoth's back. Because battlecannon are also hard to come by, old muzzle-loading swivel guns and bombards are dragged out of storage and mounted in the towers. These old guns also have the added advantage that the Snots and Grots can be trusted to load them without getting stuck in the worky bitz – because they don't have any worky bitz!

When the Snakebite clans march off to war they are accompanied by the trumpeting calls and the thunderous tread of the mighty Squiggoths. In battle the Runtherdz and Painboyz proudly sit high up in the swaying metal towers and bellow at the Snots and Grots to load and fire the guns, wincing as the odd Snotling loses its grip and plummets out of the tower. Squiggoths mount plenty of guns so their firepower is impressive if old-fashioned (Snakebites, of course, consider this an advantage).

Squiggoths are deadly in close combat, trampling foot troops and goring tanks with their huge tusks. They are also hard to kill, as their thick hide, awesome constitution and dull nervous system shields them from all but the most hideous wounds. The problem with Squiggoths is that when they finally realise that they are hurt or, indeed, dead, they tend to panic and rampage around madly until they finally keel over – which can be more than a little dangerous for any troops who happen to be in the way.

When a Squiggoth is hit and fails its saving throw, roll the scatter dice. If you roll a 'HIT' the Squiggoth folds up neatly on the spot and can be removed immediately. If you roll an arrow it means the Squiggoth hasn't died yet and rampages 2D6cm in the direction indicated by the arrow before it finally expires and is removed. Any troops run over by the Squiggoth are hit on a D6 roll of 4, 5 or 6 and must make an unmodified saving throw to survive.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Squiggoth	10cm	3+	+5	Bombards	50cm	2	4+	0	Rampages
				Swivel Guns	25cm	3	5+	0	2D6cm when dead

Wartrack

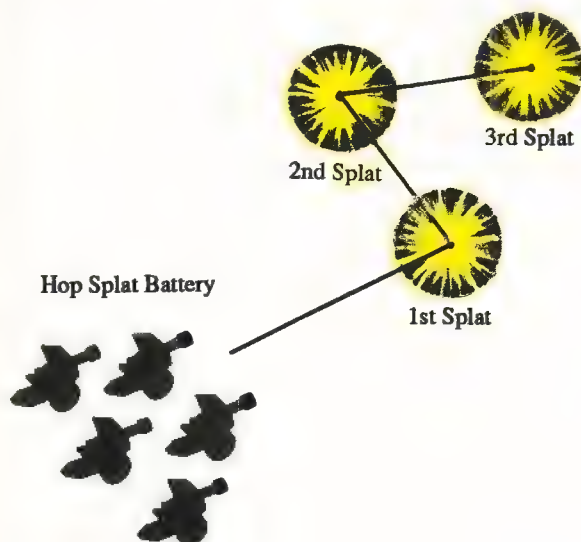
Like the war buggy the wartrack is an extremely common type of vehicle built by Ork Mekboyz from all clans. It has a set of tracks and a bike-type front suspension so it is fast and doesn't get bogged down in mud or other bad terrain.

The crew of two Orks sit behind each other with one acting as driver and the other as gunner. Wartracks are very mobile and can mount various different weapons – though autocannons are the most popular choice.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Wartrack	30cm	6+	+1	Autocannon	50cm	1	5+	0	

HOP SPLAT GUN

The Hop Splat gun is an ingenious artillery piece which fires a special hop-splat shell, named after the irregular way it hops across the battlefield. This shell consists of a rocket attached to a length of chain terminating in a heavy metal ball. Once the rocket shell has been fired the ball and chain becomes a whirling menace to anything in its path. When the shell hits the ground the ball is catapulted in a new direction, pulling the rocket free and sending the shell whirling off again. When a battery of Hop Splats is fired the air is filled with scything chains and whipping balls jumping erratically across the battlefield, and a lucky salvo can wipe out units of men and machines in moments.



Hop Splat guns are crewed by Gretchin and Snotlings but each battery includes several Ork Runtherdz who shout at the Snots and Grots to stop them slacking. Because of the presence of the Runtherdz a Hop Splat battery will always fire even if it doesn't have any orders. If there are no Ork command units within 10cm in the orders phase a Hop Splat battery will automatically have first fire orders. In the first fire segment of the combat phase the Hop Splats will fire at the nearest enemy unit in sight. If there is a command unit within 10cm you can pick their target as usual but otherwise the Runtherdz will just pick the nearest enemy unit they can see. Given the unpredictable nature of the hop-splat shells this can be rather dangerous to the Orks – as well as to their foes!

Hop Splat guns fire barrages but unlike most barrage weapons they can't fire at targets which they can't see. Take the barrage template and place it over an enemy model in sight and in range, roll to hit any targets under the template as for a normal barrage. Any hits scored have a -1 saving throw modifier. Now roll the scatter dice and

place a second barrage template 3D6cm away in the direction indicated by the arrow. Roll to hit any new targets under the second template. Then roll again and place a third template 3D6cm away from the second template, roll to hit any new targets as above. The Hop Splat battery always shoots three barrages – in reality one barrage that hops from place to place, regardless of how many Hop Splat guns there are in the battery.

Hop Splat guns cannot move and shoot so they can only have first fire orders (in which case they can fire in the first fire segment of the combat phase but cannot move) or charge orders (in which case they can move up to 10cm but cannot shoot). There is no point in giving a Hop Splat battery advance orders.

Hop Splat guns are commonly towed into battle by wartracks or war buggies. A wartrack or war buggy can move normally while towing a Hop Splat gun and the gun can be unlimbered at any point in the vehicle's move. Because Hop Splats can't move and shoot, a battery which has unlimbered in the movement phase can't fire in the combat phase. A Hop Splat gun can limber up again as soon as a war buggy or wartrack is moved so that the models are touching in the movement, the vehicle can then complete its movement towing the Hop Splat gun. A Hop Splat battery can either unlimber or limber up in one turn - it can't do both.



MARK GIBBONS

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Hop Splat Gun	10cm on charge	None	-3	Hop-splat	50cm	1 barrage point		-1	3 Barrages



BAD MOON BATTLE WAGON VARIANTS



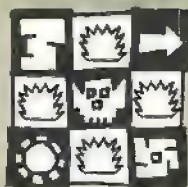
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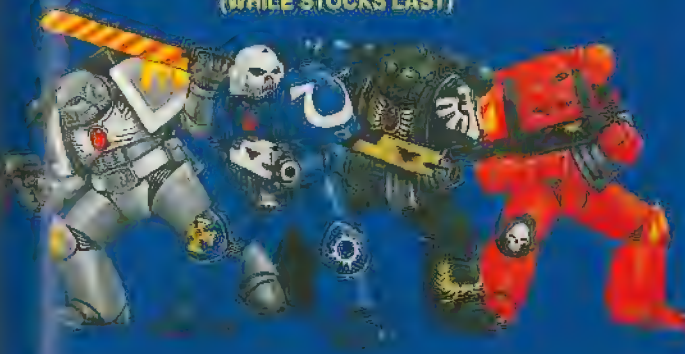


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MEKBOY PULSA ROKKIT

The Pulsa Rokkit is really a special force field generator which is launched into the midst of the enemy on a giant rokket packed with a special solid fuel collected from the drops. The gigantic rokkets are usually launched from big tracked carrier vehicles, with each carrier mounting one rokket. When the rokket is launched it soars skyward with a great rush of flames and sparks, majestically arcing hundreds of feet up before plummeting earthward to bury its reinforced nose into the ground. Once the rokket has come to earth the pulsa force field sends out powerful bursts of energy, like the ripples made by a stone when it is thrown into a pool.

Anything near the rokket when it activates will catch the full force of the expanding field with vehicles being flipped over, men being tossed up into the air, buildings crumbling and trees snapping like matchsticks as the field passes over them. The generator continues to release energy at irregular intervals until the generator burns out or blows up. Because the pulsa generator keeps battering its targets with successive waves of force it is particularly good at smashing down immobile targets like buildings and fortifications, or breaking up slow-moving enemy formations.

Unfortunately, the rokket itself is a little inaccurate, not to say completely unpredictable. Though at first great efforts were made to teach Gretchin to fly the rokkets very few candidates proved up to the job. Mekks tried to conserve the few plucky fellows that did volunteer by giving them parachutes or rokket packs so they could jump out, but there were still a lot of casualties. Nowadays Mekboyz point the rokket in the right direction and hope for the best. Still, this doesn't seem to worry them much and just adds to the excitement.

Pulsa Rokkits can only be fired if the launchers are on first fire orders. Each battery of Pulsa Rokkits can only fire one rokket per turn as the Mekboy commanding the battery has to personally oversee the preparations for the launch - bashing fins into the right shape with a hammer, filling the burner with fuel and so on. The rokket can only fire straight ahead and you should take the opportunity to align it in the direction you want to fire during the movement phase.

When the rokket is fired the player decides how much fuel he is putting in the rokket by nominating a number between 1 and 20 - 1 is very little fuel and 20 is a full load. To see how far the rokket travels the player rolls the nominated number of D6s, adds up the total and adds it to the rokket's basic range of 50cm. The rokket always travels at least 50cm so it has a range of between 51cm and 170cm, depending on how many dice you decide to roll. For example if you nominated 10 for your fuel the Pulsa Rokkit would travel 50+10D6cm (on average rolls 85cm) before landing. Once you know where the rokket lands roll for scatter in the same way as for an indirect barrage - it's quite likely that the rokket will start corkscrewing off-course while it's in flight.

The unusual thing about a pulsa field is that it uses two different templates. It starts off the size of a normal barrage template and then as the field expands to its full size the normal barrage template is replaced with a special 12cm template. When you've worked out where the rokket lands place the smaller template at that point.

The Pulsa Rokkit starts to pulse out waves of force immediately so roll a D6 for each rokket as it lands and look up the effect on the table below - the higher the roll the more ripples of energy the pulsa field creates. Unless a 1 or a 6 is rolled the pulsa generator will keep working so the template is left in position on the tabletop. Titans are the only models that can move through a Pulsa template, and even they count it as difficult ground. Troops and vehicles can't see through a Pulsa template unless they occupy an elevated position and see over it, if they are in buildings or on a hill, for instance. Skimmers and Titans can always see over a Pulsa template.

After the rokket has landed and the generator has warmed up properly the pulses of force start to cover a wider area. At the start of the next combat phase place the special 12cm diameter Pulsa Rokkit template at the landing point. Roll a D6 on the Pulsa Rokkit Table and apply the effects to anything under the template. Again, unless you roll a 1 or a 6 the template stays in place and you roll for it on the Pulsa Rokkit Table again at the start of next turn's combat phase.

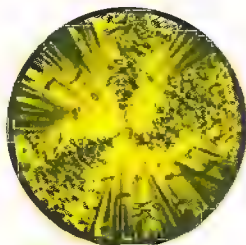
PULSA ROKKIT TABLE

D6 Effect

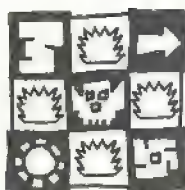
- 6 Ka-boom!** The pulsa generator crackles and sparks in a very spectacular fashion, throwing out massive force waves as it runs wild and explodes. Everything under the template is destroyed except for Titans or Gargants which suffer six hits with a -2 saving throw modifier. Anything within 6cm of the edge of the template suffers one hit with a -2 saving throw modifier on a roll of 3, 4, 5 or 6 on a D6. After you have worked out the results remove the Pulsa template.
- 2-5 Hummmm.** Shock waves radiate from the pulsa field generator. Any troop stands under the template are destroyed on a -4, 5 or 6 on a D6. Vehicles, Titans and buildings under the template suffer a number of hits with a -2 saving throw modifier equal to the number rolled on the dice. Any surviving troop stands and vehicles are pushed out to the edge of the template and may not fire this turn. Leave the Pulsa template in position and roll again for its effect at the start of the next combat phase.
- 1 Phut!** With a feeble spit of flame and a thin trail of smoke the pulsa field generator unleashes a single ripple of force before giving up the ghost. Work out the results as for 2-5 above and then remove the Pulsa template.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Rokkit Crawler	5cm	4+	0	Pulsa Rokkit	50cm+ ?D6	See above			One shot

ORC DAMAGE TEMPLATES



SQUIG KATAPULT TEMPLATE



PULSA ROKKIT TEMPLATE



PULSA ROKKIT TEMPLATE



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SQUIG KATAPULT

Squig katapults lob large pots full of carnivorous buzzer squigs into the midst of the enemy. The pots crack open when they land and swarms of the enraged squigs pour out to attack anything nearby. Buzzer squigs are voracious insect-like creatures which are capable of stripping the flesh off a man-sized creature in seconds.

MARK GIBBONS

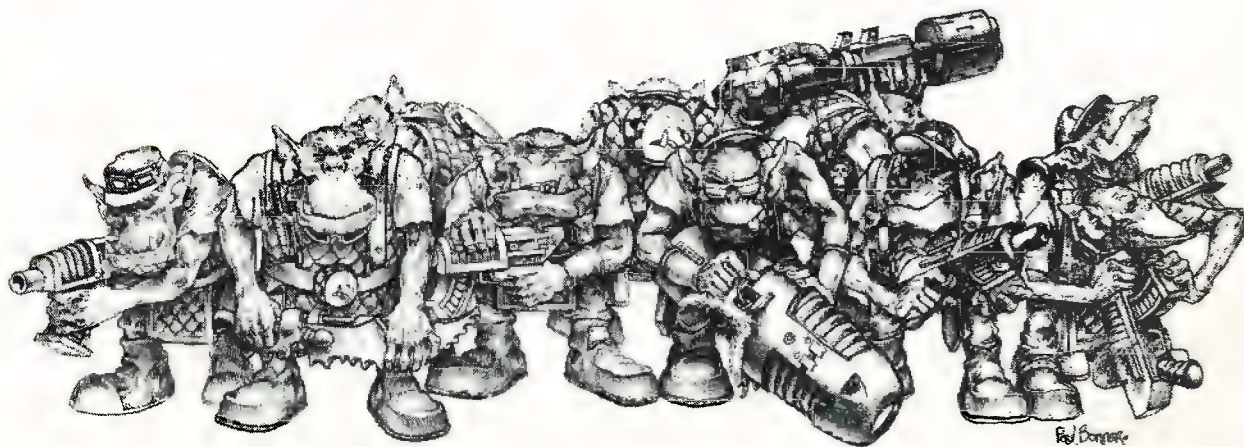


The actual katapults are constructed by Mekboyz and Runtherdz working together, building them out of wrecked vehicles with some kind of tracked tank like a Lungbursta supplying the chassis that the katapult is built onto. The katapult itself consists of two towers which house the winding mechanism and a long thrower-arm ending in a cup which holds the squig pots. Squig katapults are particularly popular with the Snakebites both because their clans have a lot of Runtherdz and because good, simple weapons such as katapults appeal to their traditional ways.

Squig katapults fire barrages but unlike most barrage weapons they can't fire at targets which they can't see. Take a special Buzzer Squig template for each katapult in the squadron which is firing and place it over an enemy model in sight and in range. Squig katapults are fairly inaccurate so roll the scatter dice and if you roll an arrow move the template 2D6 cm in the direction it points in. Anything under a Buzzer Squig template is attacked by the hungry squigs and hit automatically, regardless of cover. Buzzer squigs don't like the taste of Orks and Gretchin so they are completely safe from their attentions. Other vehicles and troop stands attacked by a swarm of Buzzer squigs need to make a saving throw to survive, but because the squigs can't bore through armour very easily the save is made with a +1 modifier. This means that even units that normally don't have a saving throw (like troop stands) will get a saving throw of 6+, and some well-armoured tanks will make their saving throw automatically.

After they've attacked the Buzzer squigs burrow into the ground and the template is removed. If the squigs cause any casualties they may go into a feeding frenzy and continue to swarm. Roll a D6 and on a 6 the Buzzer squigs are still hungry and the swarm moves 2D6cm in a direction determined by rolling the scatter dice, causing casualties on any troop stands or vehicles it moves over. After they've moved the swarm will burrow into the ground so the template is removed.

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.	Notes
Squig Katapult	15cm	3+	+1	Buzz Squig swarm	50cm	See above		+1	Swarm may move
				Tower Guns	25cm	2	5+	0	



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SCORCHER SQUADRON

A Scorcher Squadron consists of three Scorchers.



POINTS VALUE 50

SCORCHER SQUADRON

A Scorcher Squadron can be added to any clan. It forms a separate formation but it is still subject to the special Ork command rule. Several Scorcher Squadrons can be added to an Ork clan. Each Scorcher Squadron forms a distinct formation. For each Scorcher Squadron you add, the break point of the clan goes up by +2 and the victory points awarded to your opponent for breaking the clan go up by +1.

VICTORY POINTS ADDS +1

HOP SPLAT BATTERY

The Hop-splat Battery consists of five Hop-splat Guns.



POINTS VALUE 150

HOP SPLAT BATTERY

A Hop-splat Battery can be added to any clan. It forms a separate formation but it is still subject to the special Ork command rule. Several Hop-splat Batteries can be added to an Ork Clan. Each Hop-splat Battery forms a distinct formation. For each Hop-splat Battery you add, the break point of the clan goes up by +3 and the victory points awarded to your opponent for breaking the clan go up by +2.

VICTORY POINTS ADDS +2

WARTRACK SQUADRON

An Ork Wartrack Squadron consists of five Wartracks.



POINTS VALUE 100

WARTRACK SQUADRON

A Wartrack Squadron can be added to any Ork clan. It forms a separate formation but is still subject to the special Ork command rule. Several Wartrack Squadrons can be added to an Ork clan. Each Wartrack Squadron forms a distinct formation. For each Wartrack Squadron you add, the break point of the clan goes up by +3 and the victory points awarded to your opponent for breaking the clan go up by +1.

VICTORY POINTS ADDS +1

SQUIG KATAPULT BATTERY

A battery of Squig Katapults consists of three Squig Katapults.



POINTS VALUE 200

SQUIG KATAPULT BATTERY

A Squig Katapult Battery can be added to any Ork clan. It forms a separate detachment but is still subject to the special Ork command rule. Several Squig Katapult Batteries can be added to an Ork clan. Each battery forms a distinct formation. For each battery you add the break point of the Ork clan goes up by +2 and the victory points awarded to your opponent for breaking the clan go up by +2.

VICTORY POINTS ADDS +2



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Snakebite Squiggoth Mob

A mob of Snakebite Squiggoths consists of three Squiggoths.



POINTS VALUE 150



Snakebite Squiggoth Mob

A Squiggoth Mob can only be added to a Snakebite clan. It forms a separate detachment but is still subject to the special Ork command rule. Several Squiggoth Mobs can be added to a Snakebite clan and each mob forms a distinct formation. For each mob you add the break point of the clan goes up by +2 and the victory points awarded to your opponent for breaking the clan go up by +2.

VICTORY POINTS ADDS +2

Mekboy Pulsa Rokkit Battery

A battery of Mekboy Pulsa Rokkits consists of three Pulsa Rokkits.



POINTS VALUE 250

Mekboy Pulsa Rokkit Battery

A Mekboy Pulsa Rokkit Battery can be added to any Ork clan. It forms a separate detachment but is still subject to the special Ork command rule. Only one Pulsa Rokkit Battery can be added to a clan. The battery forms a distinct formation. If you add a Pulsa Rokkit Battery to an Ork clan the break point of the clan goes up by +2 and the victory points awarded to your opponent for breaking the clan go up by +3.

VICTORY POINTS ADDS +3

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LORD OF CHANGE
DAEMON OF TZEENTCH



GREAT UNCLEAN ONE
DAEMON OF NURGLE



ANGRON DAEMON
PRIMARCH OF KHORNE



KEEPER OF SECRETS
DAEMON OF SLAANESH



MORTARION DAEMON
PRIMARCH OF NURGLE



FULGRIM DAEMON
PRIMARCH OF SLAANESH



MAGNUS THE RED
DAEMON PRIMARCH OF TZEENTCH



MORTARION DAEMON
PRIMARCH OF NURGLE



BLOODTHIRSTER
DAEMON OF KHORNE

MAGNUS THE RED

The skin of Magnus the Red was painted with a base coat of Enchanted Blue mixed with a spot of Moody Blue. This was then given a thin wash of Blue ink. When the ink was dry, the highlights were painted on by adding increasing amounts of Skull White to the blue colour and carefully applying this onto the raised areas of the model until the final highlights were almost pure Skull White. The skin was then given a final wash of blue ink to unify the highlights and give a richness to the colour.

The red hair and beard were painted in Go Fasta Red and then given a colour wash of Red ink with a small amount of Brown Ink added to it. Once this was dry, the areas were drybrushed with Go Fasta Red mixed with a little Blood Angel Orange and Sunburst Yellow. The wings were painted in three different colours. The yellow feathers were painted in Bad Moon Yellow with a thin wash of Orange Ink. The white feathers were painted in Elf Grey and then drybrushed with Skull White whilst the red feathers were painted in the same way as the hair and beard. The loincloth and vambraces round his wrists were painted with Burnished Gold and washed with Chestnut Ink.

LORD OF CHANGE

The Lord of Change has been painted in bright, contrasting colours. The daemon's vivid blue skin was painted in a similar way to Magnus the Red but without the strong white highlights. The legs were painted from the bottom up, starting off with Bad Moon Yellow, and adding increasing amounts of Enchanted Blue to shade up the legs through green to blue at the top. The yellow part of the leg was washed with a mix of Orange and Yellow Ink.

The model's claws were given a base coat of Snakebite Leather mixed with a touch of Bestial Brown. This was then given a wash of Chestnut Ink and drybrushed with a mix of Bleached Bone and Snakebite Leather. The daemon's head was painted in Bleached Bone deepened with a touch of Snakebite Leather. This was gradually lightened by adding in more and more Bleached Bone. The wings were painted in the same way as Magnus the Red's.

KEEPER OF SECRETS

The lurid colour of the Keeper of Secrets' skin was painted in Titillating Pink followed by a Red ink wash. The raised areas were highlighted by blending in more and more Skull White until the skin colour was a very pale pink. The horns were painted in a mix of Orc Brown and Snakebite Leather, highlighted with Skull White. The Daemon's claws were painted in Polished Blue from the new Metallic Paint Set, highlighted with Mithril Silver.

FULGRIM

Fulgrim is painted in a predominantly pastel colour scheme, as befits a servant of Slaanesh, Lord of Pleasure. The peachy colour of the daemon's wings is achieved with a base coat of Bleached Bone and Blood Angel Orange highlighted with Skull White. The hair was first of all painted Worm Purple, given a Purple ink wash, and then highlighted with Skull White. The arms were painted in colours from the new Metallic Paint Set, which really adds colour and sparkle to the model. The front of Fulgrim's tail was painted with a mixture of Ultramarine Blue and Enchanted Blue, lightened with Skull White. The underside of the tail had a base coat of Bad Moon Yellow, washed with a mix of Orange and Yellow Ink, and then highlighted with Skull White. The very dark areas on the daemon's carapace and his lower right hand glove were brought out by spotting the studs with Mithril Silver.

GREAT UNCLEAN ONE

The Great Unclean One is painted in a putrid green colour scheme. The model was given a base coat of Woodland Green mixed with some Chaos Black and a little Snakebite Leather. The folds of the skin were then highlighted by blending in Striking Scorpion Green mixed with Skull White. Great Unclean Ones are notable for the gaping rents and putrid sores which cover their noxious hides. The daemon's protruding innards were painted in Go Fasta Red with some added Chaos Black, to give a dark crimson colour. These were then highlighted with pure Go Fasta Red. For real authenticity, the innards were given a coat of gloss varnish to make them look wet and slimy.

The daemon's horns were painted in a mix of Snakebite Leather and Bleached Bone, which was then blended up in tone with the addition of more and more Bleached Bone.

MORTARION

Mortarion has been painted in purple, a colour traditionally associated with death. His robe was painted in Worm Purple, washed with Purple Ink. It was then subtly highlighted with Skull White. To keep the rich, dark hue of the purple, the shading has been deliberately understated. The robe was finished with a really thin glaze of Purple Ink to unify the colours and reinforce the intense purple hue.

To achieve the effect of dry, cracked skin on the wings the base coat was a mix of Snakebite Leather with a spot of Bestial Brown. When this was dry, they were given a wash of Brown Ink, and the ridges of the folds were highlighted with Bleached Bone. The skeletal hands and feet were given a base coat of Bleached Bone with a little Snakebite Leather mixed in. This was washed with Chestnut Ink, then highlighted with Bleached Bone.

BLOODTHIRSTER

This terrifying Bloodthirster was painted in a combination of red and bone colours, to contrast with the areas of black. The daemon's red skin was painted in Go Fasta Red washed with Terracotta, and then shaded with a mixture of Blood Angel Orange and Skull White. The black areas (the horns, hooves and wing claws) were painted in Chaos Black and then highlighted by drybrushing with more Chaos Black mixed with Space Marine Dark Blue and Skull White.

The bone areas were first of all painted in Bleached Bone, washed with Brown Ink, and then drybrushed with paler and paler mixes of Bleached Bone and Skull White. The axe is Burnished Gold painted onto a white base coat. The armour round the Bloodthirster's legs and wrists is Beaten Copper painted onto Chaos Black.

ANGRON

Red is the colour of Khorne, God of blood and warfare, so it is entirely appropriate for Angron to be painted in this striking colour. The base coat on this model is Blood Red with a little Blood Angel Orange. A red ink wash was applied, and when this was dry, the highlights were added with Bad Moon Yellow. The skin looks best if the highlights are fairly subtle.

Angron's sword was given a base coat of Chaos Black, with the tip painted in green to contrast with the daemon's skin. The skulls are painted in a mix of Bleached Bone and Snakebite Leather, washed with Brown Ink, and then highlighted with Bleached Bone mixed with a little Skull White. The metallic Khorne symbols are painted in Burnished Gold and finished with a wash of Chestnut Ink. Angron's tail is painted in Chaos Black carefully shaded up with Go Fasta Red.

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DAEMON PRIMARCH MORTARION	076501/20	£1.50
PLAGUEBEARER	076501/2	5 for £2.50
BEAST OF NURGLE	076501/3	5 for £2.50
KHORNE		
BLOODTHIRSTER	076501/5	£1.50
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DAEMON PRIMARCH ANGRON	076501/21	£1.50
BLOODLETTER	076501/6	5 for £2.50
FLESHHOUND	076501/7	5 for £2.50

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DESCRIPTION	PRICE
EPIC BATTLE PAINT SET	£7.99
METALLIC PAINT SET	£7.99
CITADEL COLOUR PAINT SET	£7.99
CREATURE PAINT SET	£7.99
MONSTER PAINT SET	£7.99
EXPERT INK SET	£7.99
SPACE MARINE PAINT SET	£7.99
ORK & ELДАР PAINT SET	£7.99

ADVANCED HEROQUEST

DESCRIPTION/CODE	PRICE
CHAOS WARRIORS	£1.35 each

WARHAMMER 40,000

DESCRIPTION	PRICE
WARHAMMER 40,000	£11.99
WARHAMMER 40,000 BATTLE MANUAL *	
WARHAMMER 40,000 COMPANION	£11.99
WARHAMMER 40,000 COMPILATION	£11.99
* Please phone for price and availability.	

WARHAMMER FANTASY BATTLE

DESCRIPTION	PRICE
WARHAMMER FANTASY BATTLE	£11.99

SPACE MARINE

DESCRIPTION	PRICE
SPACE MARINE	£24.99
ARMIES OF THE IMPERIUM (Space Marines and the Imperial Guard)	£12.99
RENEGADES (Chaos and Eldar armies)	£12.99

WARHAMMER FANTASY ROLEPLAY

DESCRIPTION	PRICE
WARHAMMER FANTASY ROLEPLAY	£11.99
CASTLE DRACHENFELS *	
WARHAMMER ADVENTURE (Shadows over Bogenhafen + Death on the Reik)	£14.99
WARHAMMER CITY OF CHAOS (Warhammer City + Power Behind the Throne)	£14.99
* Please phone for price and availability.	

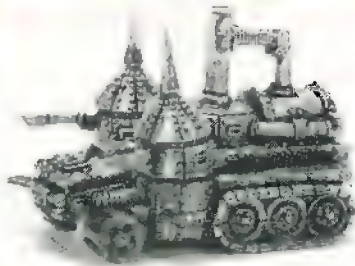
TRANSFERS

DESCRIPTION	PRICE
CHAOS TRANSFERS	£2.99
ORK TRANSFERS	£2.99
SPACE MARINE TRANSFERS	£2.99
EPIC SPACE MARINE TRANSFERS	£2.99
EPIC IMPERIAL TRANSFERS	£2.99
ELДАР TRANSFERS	£2.99

CITADEL CATALOGUE

DESCRIPTION	PRICE
CITADEL MINIATURES CATALOGUE	£9.99

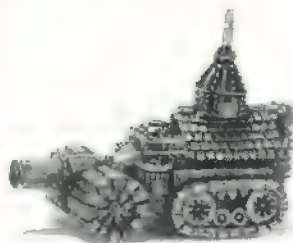
ORK WAR MACHINES



SKULL HAMMA



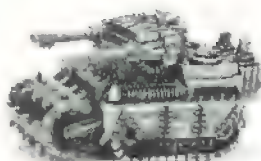
GIBLET GRINDA



BRAIN CRUSHA



GUT RIPPA



BONE CRUNCHA



BOWEL BURNA



**SKULL HAMMA
CHASSIS**
076247/1

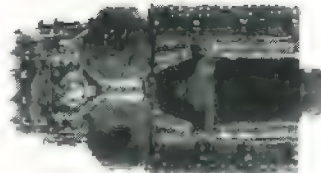
THE COMPLETE SKULL HAMMA CONSISTS OF:
1 x SKULL HAMMA CHASSIS
1 x BOILER
2 x SKULL HAMMA TURRETS



BOILER
076247/2



**SKULL HAMMA
TURRET**
076247/3



**GIBLET GRINDA
CHASSIS**
076247/4



**GIBLET GRINDA
TURRET**
076247/6



**GIBLET GRINDA
OBSERVATION TOWER**
076247/5

THE COMPLETE GIBLET GRINDA CONSISTS OF:
1 x GIBLET GRINDA CHASSIS
2 x GIBLET GRINDA TURRETS
1 x GIBLET GRINDA OBSERVATION TOWER

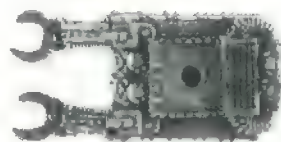


**BRAIN CRUSHA
CHASSIS**
076250/7



**OBSERVATION
TOWER**
076250/8

THE COMPLETE BRAIN CRUSHA CONSISTS OF:
1 x BRAIN CRUSHA CHASSIS
1 x OBSERVATION TOWER

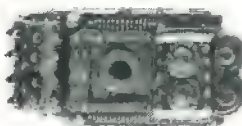


**GUT RIPPA
CHASSIS**
076250/2



**GUT RIPPA
TURRET**
076250/3

THE COMPLETE GUT RIPPA CONSISTS OF:
1 x GUT RIPPA CHASSIS
1 x GUT RIPPA TURRET



**BONE CRUNCHA
CHASSIS**
076250/4



**DUAL AUTO
CANNON TURRET**
076250/5

THE COMPLETE BONE CRUNCHA CONSISTS OF:
1 x BONE CRUNCHA CHASSIS
1 x DUAL AUTO CANNON TURRET



**BOWEL BURNA
CHASSIS**
076250/9



**BOWEL BURNA
TURRET**
076250/10

THE COMPLETE BOWEL BURNA CONSISTS OF:
1 x BOWEL BURNA CHASSIS
1 x BOWEL BURNA TURRET

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ORK WAR MACHINES



BONEBREAKA



**BONEBREAKA
TURRET**
076250/6



BONEBREAKA CHASSIS
076250/4

THE COMPLETE BONEBREAKA CONSISTS OF;
1 x BONEBREAKA CHASSIS
1 x BONEBREAKA TURRET



**WEIRDBOY
BATTLE TOWER**



**WEIRDBOY
TOWER**
076250/14

THE COMPLETE WEIRDBOY BATTLE TOWER CONSISTS OF;
1 x BATTLEWAGON
1 x WEIRDBOY TOWER



BATTLEWAGON
076250/13



SQUIG KATAPULT



SQUIG KATAPULT TOWERS
076274/3



SQUIG KATAPULT BASE
076274/2

THE COMPLETE SQUIG KATAPULT CONSISTS OF;
1 x SQUIG KATAPULT TOWER
1 x SQUIG KATAPULT BASE



KUSTOM BATTLEWAGON



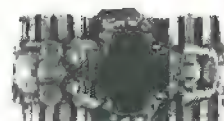
**BATTLEWAGON
KUSTOM TURRET 1**
076250/15



**BATTLEWAGON
KUSTOM TURRET 2**
076250/16



**BATTLEWAGON
KUSTOM TURRET 3**
076250/17



BATTLEWAGON
076250/13

THE COMPLETE KUSTOM BATTLEWAGON CONSISTS OF;
1 x BATTLEWAGON
1 x BATTLEWAGON KUSTOM TURRET



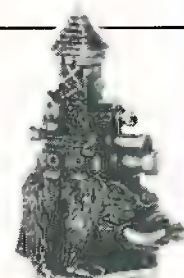
HOT SPLAT GUN
076262/2



WARTRACK
076262/1



LUNGBURSTA
076250/1



SQUIGGOTH
076262/4



SPLEENRENDA
076250/8



MEKBOY PULSA ROKKIT
076274/2



SCORCHER
076262/3



GOBSMASHA
076250/7

Designed by Kev Adams

WD75

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IMPERIAL HALFLINGS

IMPERIAL HALFLINGS



HALFLING CHAMPION
073886/1



HALFLING DRUMMER
073886/2



HALFLING WITH SWORD 1
073886/4



HALFLING WITH SWORD 2
073886/5



HALFLING STANDARD BEARER
073886/3



HALFLING WITH SPEAR 1
073886/6



HALFLING WITH SPEAR 2
073886/7



HALFLING WITH BOW 1
073886/8



HALFLING WITH BOW 2
073886/9



HALFLING WITH BOW 3
073886/18



HALFLING WITH BOW 4
073886/17



HALFLING WITH BOW 5
073886/15



HALFLING WITH BOW 6
073886/16

IMPERIAL HALFLING HOT POT CATAPULT



THE COMPLETE HALFLING CATAPULT CONSISTS OF:

- 1 x HALFLING COOK WITH CLEAVER
- 1 x HALFLING WITH ROPE 1
- 1 x HALFLING WITH ROPE 2
- 1 x HALFLING COOKING POT
- 1 x CATAPULT BASE



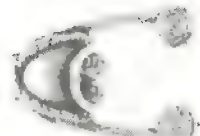
HALFLING COOK
WITH ROPE 1
073886/11



HALFLING COOK
WITH ROPE 2
073886/12



HALFLING COOK
WITH CLEAVER
073886/10



HALFLING
COOKING POT
073886/13



CATAPULT BASE
073886/14

EMPIRE

COMMAND GROUPS OF THE EMPIRE



DRUMMER
073919/2



HERO WITH HALBERD
073919/5



STANDARD
073919/3



STANDARD BEARER 2
073919/11



HERO WITH HALBERD 2
073919/9



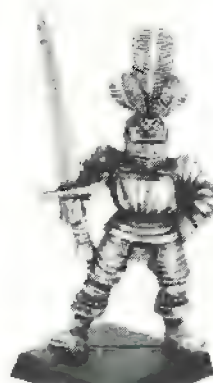
TRUMPETER
073919/10



HERO WITH SWORD 2
073919/7



HERO WITH HAMMER
073919/8



CAPTAIN
073919/1



HERO WITH SWORD 1
073919/6



CHAMPION WITH PISTOL
073919/4

Designed by Alan and Michael Perry

WD77

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CITADEL
MINIATURES

CITADEL
MINIATURES

EMPIRE

EMPIRE MORTAR



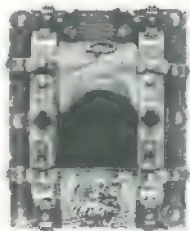
GUNNER FIRING
073835/3



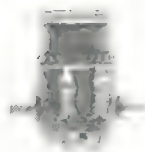
GUNNER WITH BUCKET
073835/5



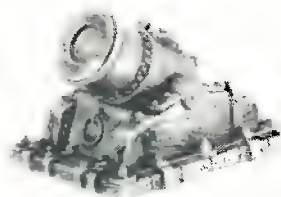
GUNNER WITH RAM 2
073835/4



MORTAR BASE
073835/1



MORTAR BARREL
073835/2



THE EMPIRE MORTAR
CONSISTS OF:
1 x MORTAR BARREL
1 x MORTAR BASE
1 x GUNNER FIRING
1 x GUNNER WITH BUCKET
1 x GUNNER WITH RAM 2

EMPIRE VOLLEY GUN



VOLLEY GUN CARRIAGE
073899/7



GUNNER CAPTAIN WITH TELESCOPE
073899/1



GUNNER WITH POWDER KEG
073899/3



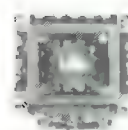
ENGINEER LEONARDO
073899/2



LOWER VOLLEY GUN BARRELS
073899/4



UPPER VOLLEY GUN BARRELS
073899/5



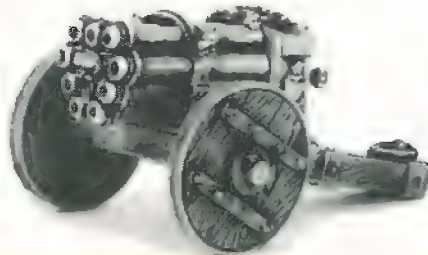
VOLLEY GUN MECHANISM
073899/6



VOLLEY GUN HANDLE
073899/8



PLASTIC WHEEL



THE COMPLETE EMPIRE VOLLEY GUN
CONSISTS OF :

- 1 x VOLLEY GUN CARRIAGE
- 1 x UPPER VOLLEY GUN BARRELS
- 1 x LOWER VOLLEY GUN BARRELS
- 1 x VOLLEY GUN MECHANISM
- 1 x VOLLEY GUN HANDLE
- 2 x PLASTIC WHEELS
- 1 x ENGINEER LEONARDO
- 1 x GUNNER CAPTAIN WITH TELESCOPE
- 1 x GUNNER WITH POWDER KEG

EPIC DAEMONS

TZEENTCH



LORD OF CHANGE
076501/8



LORD OF CHANGE 2
076501/14



**MAGNUS THE RED
DAEMON PRIMARCH
OF TZEENTCH**
076501/18



HORROR
076501/9



FLAMER
076501/10

SLAANESH



KEEPER OF SECRETS
076501/11



KEEPER OF SECRETS 2
076501/15



**FULGRIM
DAEMON PRIMARCH
OF SLAANESH**
076501/19



DAEMONETTE
076501/12



FIEND
076501/13

NURGLE



GREAT UNCLEAN ONE
076501/1



GREAT UNCLEAN ONE 2
076501/16



**MORTARION
DAEMON PRIMARCH
OF NURGLE**
076501/20



PLAGUE BEARER
076501/2



BEAST OF NURGLE
076501/3

KHORNE



BLOODTHIRSTER
076501/5



BLOODTHIRSTER 2
076501/17



**ANGRON
DAEMON PRIMARCH
OF KHORNE**
076501/21



BLOODLETTER
076501/6



FLESH HOUND
076501/7

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Designed by Jes Goodwin and Colin Dixon

WD79

CHAOS WARRIORS



SCYTHE
073142/16



MACE 4
073130/2



AXE 7
073142/11



SWORD AND CLAW
073201/105



AXE 8
073130/9



SWORD 10
073201/108



SWORD 11
073201/104



JEZZAIL AND SWORD
070315/1



MACE AND BELL
073103/13



SWORDS
073103/5



AXE 9
073201/103



FLAIL 1
073103/11



AXE 10
073128/13



FLAIL 2
073201/106



SWORD 12
073201/107



**SWORD AND
BONE ARMOUR 2**
073130/20

THESE MODELS ARE SUPPLIED WITH A CHAOS SHIELDS SPRUE AS STANDARD

WD80

Designed by the Citadel Design Team with Jes Goodwin

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EPIC BATTLE

PAINT SET



The Epic Battle Paint Set contains nine colours specially chosen to complement epic scale vehicles and infantry. They are also ideal for larger scale vehicles and other miniatures. Each colour is designed to provide camouflage on the varied alien battlefields of the distant future.

The Epic Battle Paint Set contains nine high quality water-based acrylic paints that are fully intermixable with other Citadel Paints and Inks. They are ideal for both plastic and metal models and are completely non-toxic.



Imperial Baneblade painted in Codex Grey.

Top Row (left to right):

Fire Orange
Jungle Green
Sulphur Desert Yellow
Codex Grey

Bottom Row (left to right):

Battle Green
Horizon Blue
Nightworld Blue
Ash Waste Grey
Imperial Strike Green



Due to the limitations of photographic reproduction, the colours shown are only approximations of the actual colours of the paints.

MINIATURES NOT INCLUDED.

**GAMES
WORKSHOP**





ORKS ATTACK A SQUAT STRONGHOLD